

WITCH-KING/UNDEAD

50avatar

C	9	Carn Dûm	<u>RESOURCE DECK/HAZARD DECK</u>
I	6	Angmar	40 cards in R. deck, 25 cards in sideboard
F	3	vs. Elrond Half-elven	40 cards in H. deck, 15 cards in sideboard
A	4	Eriador Division	14 characters in deck
M	7	Shadow-Mages	8 starting cards
K	3	Undead-enhance	142 total cards
			18 creatures
			DC: 26res+10haz+4char = 40

He has returned.

The Lord of the Nazgûl orders is to evict Elrond from his Last Homely House. Undead and shadow-magic events are the keys doing this. Elves will be hunted, and the dead will be drawn for war. Not yet. Another terror in Eriador will fight the first war, then when there is no hope of help for Elrond that is when the Witch-King will attack Rivendell.

A few shadow-mage agents roam the lands derailing the rangers and seaward elves. Resource events combine the undead creatures to that of your minions. Battle and war draw near in the Fallen North Kingdom. His master wants to know about these halflings. An olog wears a magic ring of fury and the dead are raised. Orcs from Angmar are joining the ranks of evil men of Angmarim. Nothing will be left standing west of the mountains and east of the sea.

Why I like this deck:

Trolls with big weapons, shadow-magic to wreak havoc on elves, undead ally, undead faction, with an Undead hazard and shadow-mage agent deck.

Why I do not like this deck:

Slow start with Ringwraith moving to Sun-lands first. Also slow to play specific resources over the map.

Resources/Hazards not found in any other minion deck = 51 non-site cards

Ghostbane

Bone-dragon

Feagwath

Unique factions

The Witch-king Unleashed

Seahelm of Ciryatan

The Morgullord

Vasamacil

Kill All But NOT the Halflings

Old Cache

Use Your Legs

Gold Reward

Iron Home

Troll Woods

A Worthy Substitute

Morgul Apprentice

No Abiding Place

Deadly Laughter

Heed Not the Defence

Many Sorrows Befall

Angmar Arises

In Darkness Bind Them

Reaching Shadow

Dark Designs of Mordor

Icy Touch

Faces of the Dead

Shadow out of the Dark

Spells of the Barrow-wights

Haunted Place

Changes From Version 02, used in first game.

Removed Slew the Great Warrior, Dark Tryst x2, Many Sorrows Befall (to Lidless Eye)

Add Old Cache, Above the Abyss x2, Lord of the Nazgul

Site Removed none

Sites Added none

Characters none

RESOURCES(40/25)

2	1	Ghost-bane	
2	1	Magic Ring of Fury#	
2	1	Magic Ring of Shadows#	
	1	Least of the Rings	
2	1	Black Mace#	
	1	Saw-Tooth Blade#	
	1	Black-hide Shield#	
	1	Foul Paste##	
	1	Orc-Liquor	
*		Troth-ring	
4	1	Dunlendings	
4	1	Hillmen #	
2	1	Orcs of Angmar	
2	1	Warrior-Priests of Angmar#	
3	1	Ghost-Warriors of Dunfearan	
2	1	Bone Dragon	
2	1	Feagwath	
3	1	Smoke on the Wind	
1	1	No Abiding Place	
	1	Kill All But NOT the Halflings	
	1	Use Your Legs	pris
1	1	Sharpen Up#	
1	1	Slew the Great Warrior	
	1	Vasamacil#	s1
	1	Seahelm of Ciryatan#	s1
			9/15
			S20

3		Heed Not the Defense	
2		A Nice Place to Hide	Sc
3		Voices of Malice	Sa
	2	Deadly Laughter	se
	1	Gold Reward	cvcc
1		Old Cache	
1		Smart and Secret	comm
1		Orders from Lugbúrz	L
*		Whispers of Rings	pe
1		Iron-Home	pe
1		A Worthy Substitute	pe
	1	Morgul-Apprentice	pe
	1	Grond	pe
	1	Troll-woods	pe
2		Above the Abyss	se
3		Weigh All Things to a Nicety	
1		Deeper Shadow	shadow3
2		Hounds of Sauron	shadow4
1		Gold Chains in the Wind	shadow4
1		Freeze the Flesh	shadow4
2		Symbol of Malice	shadow4
*		Morgul-Lord	s1
1		Creating Their Domain	s1
	1	War-lord	s2
	1	Call to Arms	s1
1		Heralded Lord	mode
1		Fell Rider	mode
2		The Ring Leaves a Mark	rw
1		By the Ringwraith's Word	rw
	3	The Witch-king Unleashed	rw
			31/10

HAZARDS(40/15)

17/0

3	Barrow-Wight	undead	1	1	12	x	sh, dh	SL, DD
3	Wisp of Pale Sheen	undead	1	1	6	x	rl, sh	W, SL, DD, CS
3	Stirring Bones	undead	1	2	9	x	rl, sh	WW, SL, DD
3	Chill Douser	undead	1	3	8	x	rl, sh	
1	Uldor the Accursed	undead	3	1	15	9	EBF, WBF, ES, G, L, M, N	
1	Ibun	undead	2	1	12	7	SL, SL	
3	Durin's Folk	dwarf	2*5	8	x			BL, W

s15-5-19

23/15

1	Twilight	S.env						
3	Icy Touch	P.corruption-undead						
1	New Moon	S.env						
1	Lord of the Nazgul							o1
1	Angmar Arises	P.play-Fo,Ang,Gun,Arth,Rhud						ddm
1	Reaching Shadow	P.play-AV,NR,SR,GMN,BL, Dag, Mirkwood						ddm
1	In Darkness Bind Them	P.play-HP,Dag,Ith,Har,Kha, Mordor						ddm
2	Dark Designs of Mordor	L.cycle						
3	Haunted Place	P.site-attack,undead						
3	Faces of the Dead	S.roadblock-undead						x111
2	Plague of Wights	L.strike-undead					enhance	
1	The Moon is Dead	P.AA-undead					enhance	
1	All Dead, All Rotten	P.						
3	Spells of the Barrow-wight	P.prisoner-undead						o222
1	Like Shreds of Cloud	P.undead-immune weapons						
2	Turning Hope to Despair	S.roadblock						
1	Inner Cunning	S.agent-play						o11
1	Great Need or Purpose	L.agent-action						x1
3	Shadow Out of the Dark	S.agent-play undead						x222
1	Never Seen Him	P.agent-play						x1
1	Good Sense Revolts	S.agent						
1	Returned Beyond All Hope	S.creature						
3	An Unexpected Outpost	S.cycle-hazards						

SITES

Ang Carn Dûm				Vasamacil
Ar	Tol Lamfirth	m, M	dun.3w10	*
Ar	Hostel of the Sisters	m&, M&	dun.3w10	*
Sh	Michel Delving	m	hob.7w4, elf.3w9	*
Sh	Tuckburrow	m, M*	hob.6w6, dún.3w10	Smoke on the Wind
Sh	Bywater	Info, m	hob.5w5, dun.2w11	*
Sh	Aden Secret Library		hob.3w5, dún.2w10	*
Sh	Sackville	m	hob.5w5, dún.3w10	Kill
OF	Brandy Hall	m	hob.3w6, dún.3w10	*
OF	Tom's House	m, M, ring	maia.2w15	*
EF	Jääkylät	Info,m	men.xc7	food items
Fo	Ruskea Vene	m	men.c.7	food items
Fo	Lossadan Camp	ring	men.c.6	Least of the Gold Rings
Ev	Leiri	ring	men.c.6	Least of the Gold Rings
Ar	Bree	Info	men	*
Rh	Last Bridge	Info	elf/dun	*
Rh	Cameth Brin	m, M	men.xc7	Hillmen
MS	Amon Lind	m, ring	elf.2d8	Slew the Great Warrior
Du	Dunnish Clan Hold	m, M	men.xc7	Dunlendings
Fo	Lossadan Cairn	m, M	undead.2w8	
Fo	Thaurung	Info, m, M	animal.7w4	Bone Dragon
Ar	Dead Man's Dike	m, M	undead.3w9	
Ar	Annúminas	Info, m, M	undead.4w7	
Ar	Eldanar	m	men.2w6	Sharpen Up
Ar	Weathertop	Info	wolf.2w6	
Ar	White Towers	Info	wolf.2w6	
OF	Willow Dingle-h	Info, m	plant.1w12	sw
Ho	Ost-in-Edhil	m, ring	wolf.3w5	
Ho	Telpëmar	Info, m, ring*	men.2w7	
Du	The Riddle Caves	Info	traps.5w11	Ghost-bane
dg	The Ghost-Caves-h	m, M	undead.3w9	Ghost-warriors
Ang	Mt. Gram	faction	*	Orcs of Angmar
Da	Thuringwathost	m	orcs.3d8	Feagwath
Ld	Mount Rerir	m, M, G	undead.3s9p	Black Mace
Ang	Litash			Warrior-Priests of Angmar
Gu	Barad Lughilsarik		dark	<i>special</i>
Ck	Lugarlur			Sea-helm of Ciryatan

MINIONS-10		12-3-4-3-1		agent-20			
4	Witch-king	10/3/9/12	W/Sa/D	RW	sh, sp	Carn Dûm	+3DI.HL, +1P.FR
3	Lt. Angmar	9/1/8/9+	W/Sc	Olog	L	Carn Dûm	+4DI.Orcs/Trolls; d9
	O-snuffler	2/0/2/8+	W/Sc	orc		any DH	1CP; d7,8
	O-snuffler	2/0/2/8*	W/Sc	orc		any DH	1CP; d7,8
2	Grashûkh	6/0/6/8+	W/R	Uruk	L	Gundabad	+2P.Dd; +2DI.orcs
1	Forest Troll	4/0/4/8*	W/R	troll		Ruins in W	1CP, d7; +1P. plant/ent
1	O-tracker	3/0/3/8+	W/R	orc		any DH	1CP; d7,8
1	O-tracker	3/0/3/8*	W/R	orc		any DH	1CP; d7,8
1	O-shaman	4/0/3/7+	W/Sa	uruk	sp	any orcH	
1	O-shaman	4/0/3/7*	W/Sa	uruk	sp	any orcH	
1	O-Chieftain	4/0/4/8*	W	orc		any DH	+3DI.Orcs,d8
2	Troll-Chief	6/0/6/9+	W	olog	L	any DH	+3DI.o/t-O/T; d9
1	Troll-Lout	3/0/4/9+	W	troll		any DH	1CP, d8
	O-brawler	1/0/3/8*	W	orc		any DH	1CP; d7,8
3	Elerina	8/3/5/9a	Sc/Sa/D	Man	sh, sp	Carn Dum, Mount Gram	
2	Taladhan	6/1/4/9a	Sc/R/Sa	Man	sh	Dol Guldur, Sarn Goriwing	
2	Firiel	6/3/3/8a	Sa/D	Dun	sh	Pelargir, Vale of Erech	
starting company: at Dol Guldur				<Morgul-Lord><Whispers of Rings>			
1	O-tracker	3/0/3/8	W/R				
1	O-Chieftain	4/0/4/8	W				
1	O-shaman	4/0/3/7	W/Sa	troth ring			
1	Forest Troll	4/0/4/8	W/R				
	O-snuffler	2/0/2/8	W/Sc				
	O-brawler	1/0/3/8	W				

Ringwraith companies:							
Fell Rider	Witch-king	10-3-11-12	W/Sa/D	sp, sh+so	WL, Call to Arms		
Black Rider	Witch-king	10-6-09-12	W/Sa/D				
Heralded Lord	Witch-king	10-9-07-12	W/Sa/D				
16/25 (20+5) GI unused							
#1 Iron Wing		<Orders from Lugbúrz>					
Lt. Angmar-W	9/13/11/10	W/Sc	2	T9	GR.fury, Word, Warlord, yx2		
Grashûkh-L	6/0/9/9	W/R	2	U6	mace, Smart	[+1P.elves]	
O-shaman	4/0/3/9	W/Sa	0	U4	shield, Apprentice		
Lout	3/0/6/10	W	1	T3	sawtooth, Sharpen	[+2P.maia, elves]	
#2 Shadow Wing							
Troll-Chief-L	6/3/6/9	W	2	T6	GR.shadow		
O-tracker	3/0/3/8	W/R	1	O3			
O-sniffler	1/0/2/8	W/Sc	3	O2	troth-ring		

OBJECTIVE

Sauron wants the Witch-king to rebuild Angmar to its glory days. The Captain of the Nine's main goals are to assemble a shock-troop force, influence factions, and to eliminate Elrond using the dead. Fell-Weapons and tactics will aid Lord of the Nine in combat. The Witch-king is the main minion west of the Misty Mountains. He will be keeping Angmar war-ready. It will be dangerous moving south of Angmar. The Dark Captain will make Eriador a place of dread.

Ringwraith specific resources will occupy the avatar for several turns limiting his power. The Witch-king will be equipped to influence factions and to attack by air. He is able to apply destruction outside of Carn Dûm when called to action. The extra minions allow reckless and desperate travel. A small group of magic-users has given the Nazgûl weapons and allies of the Dead to ensure victory. After 28 turns of rebuilding Angmar, Rivendell will be ready to fall to the armies of the North. Only about 26 resource cards of the 65 are short-events.

WITCH-KING AND CARN DUM

This Ringwraith is best at influencing and moving in Fell Rider mode. Two items and his Unleash will be maximized in the deck. He will devote his first turns away from Angmar.

The Ringwraith will be using mode cards and other resources to travel middle-earth. A normal 3 DI is charming, but +6 DI in Heralded Lord mode is mesmerizing. Having 9 prowess can have him defeat all but the huge creatures, and a 12 body lets him survive any attack that does not lower his body. He is a Warrior, Sage, and Diplomat using spirit-magic and shadow-magic.

Rogrog needs his presence for By the Ringwraith's Word. **Vasamacil** will be used mainly to target Undead creatures to his current region. It must be played in Eriador or Gondor. This sword allows the use of sorcery, but none are found in this deck. **Seahelm of Ciryatan** is included for use of fetching two Ringwraiths for the Power Decks. That item grants him the Ranger skill. Morgul-Lord allows the fetching of a weapon. Use the third Weigh All Things to a Nicety to recycle Morgul-Lord in the first deck. Start the Ringwraith at Cirith Ungol so to draw cards when you move him to Minas Morgul. Send the item to the discard pile and later fetch to hand by discarding Morgul-Lord.

One **Heralded Lord** event and one **Fell Rider** are for moving your Ringwraith in mode. Heralded Lord allows you to influence with 9 DI and have two overt companies. He is weaker at 7 prowess. The Witch-King can move in Angmar without a mode event using **Creating Their Domain**. Move him to Barad Lughilsarik, but he needs a mode to do so. Use **The Ring Leaves Its Mark** to shuffle Fell Rider.

Use Fell Rider, placed in the deck for fast use, granting 12 prowess combat elves or use the Unleash for 8 prowess. Use Heralded Lord and Call to Arms to influence Hillmen and Warrior-Priest near the time of exhaustion. Finish with Fell Rider again.

Gold Reward is played on a character to later void that character's company from cancelling combat with you. First, visit the site and succeed with an influence check. A Heralded Lord with **Unleash** already has +14. The event modifies +7. Expect 8 unused DI for +13. You want at least a +8 buffer. Thus, you can target a 5 mind hero (e.g. Frodo). Try to play this event during the second deck then forcing CvCC on that company. Then, hope to play Gold Reward again during the third deck when you have all three Unleash copies ready to draw. Do not play Gold Reward with Elrond. Avoid Lord Balin too since Ardagor is his focus. Gandalf is the best option. That old man may not use Concealment, but he may use Escape or Farmer Maggot. Cirdan is possible if elves are squatting at The White Towers.

Generally, you will have The Witch-king at Carn Dûm tapping to manipulate the sideboard. The shadow-magic event Gold Chains in the Wind is for the Ringwraith to not face an attack of one strike such as Cave-worm. Fell-Rider is first used to move when you have no faction to play. Then Heralded Lord will be played to influence factions. Vasamacil is played too. You might want to start at Dol Guldur to play Morgul-Apprentice on Shaman.

CHARACTERS

This player has only overt minions as characters. There are three shadow-mage agents with a total 20 mind. There are 12 minions to be played as characters. Three Leaders are included and two are the only uniques. The only Sage besides the avatar is Orc-Shaman and the agents. But you want the agents to be agents. Three Scouts will share three copies of one Scout event.

Rogrog is the **Lieutenant of Angmar** – a 9-mind Olog of great strength and of tactical mind. He has the immense 8 prowess to go with this hide of 9 body. Giving him a weapon will be a waste. He is a leader that will be utilized in the game. His normal DI is a minor 1 DI, but he has +4 DI against Orcs and Trolls. When he stays at his home site of Carn Dum the player can keep one more card in his hand. He will start the game. This troll is vital to the success to the player. Many events will be played on him.

Grashûkh is the second unique minion. He is the Warrior-Ranger. As a Uruk he is a Leader using his 6-mind for nice stats. This Uruk has a huge 6 prowess and 8 body. His home sites are Deep Cleft and Mount Gundabad. He has +2 DI against Orcs to be used as a core leader. This orc also has +2 prowess against Dragons and Drakes. His special ability is tapping allowing his company to ignore a mountain region. Playing him will be troublesome with his high mind so expect his play to be in the second deck. Also, he cannot be in the same company as a Dragon. So play him late in the second deck to keep him away from the ally.

Troll-Chief is the third leader. He is a perfect fit to lead another company, control orcs or trolls, and has a good body. He has a mid 6-mind with a stout 6 prowess and 9 body. His +3 DI against Orcs & Trolls can be valuable in the starting company to have a troll follower.

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

Forest Troll is another 4-mind minion. But he is a wild troll with the useful Ranger skill. A 4 prowess is worthy with an average 8 body. His home site is convenient to play: any Ruins in a Wilderness. He has 1 CP, +1 prowess against Awaken Plants and Ents, but discards on a 7 body check. He starts the game, but expect him to die from taking so many large strikes.

Troll-Lout is a Warrior troll from any Dark-hold. He will be a body guard for a core company as a 3-mind follower using his 4 prowess and 9 body. He does have 1 corruption check and discards on a body check of 8.

There are two copies of **Orc-Tracker** providing Ranger skill to Taladnan's core company. Tracker is a 3-mind Ranger with average 3 prowess and 8 body with 1 corruption point. He discards on a 7 or 8 body check.

Two copies of **Orc-Snuffler** are included. This Orc has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He provides the Scout skill.

Orc-Brawler fills the starting company with 1-mind for 3 prowess. He can take a big strike or be the one to sacrifice for Freeze the Flesh at Thaurung.

COMPANIES

Rogrog will gather the orcs and trolls. The minions are to gather factions and items necessary to defeat the Elf-Lord Elrond. General Influence will be tight with an olog and agent using that influence. The second leader is likely to be played during the second deck.

The starting company has Orc Chieftain, Shaman, Forest troll, Tracker, Snuffler, and a Brawler. This gives one leader, one Scout, two Rangers, and a Sage in the company. Shaman is present to play *Voices of Malice* and shadow-magic. He plays *Feagwath*. Take risky moves early in the game to play the greater item or use region movement, but keep Shaman safe. Forest Troll has a discard body value of 7. You will need to move a lot to draw cards and so you need more minions. Morgul-Lord will allow you start the avatar as a Warlord when he is played and fetch a RW weapon early. Troth-ring is used for Morgul-Apprentice and the chance to play the other leader if **Orders from Lugburz** is in play. Start the game at Dol Guldur so Shaman is close to Dagorlad and closer to the avatar for Morgul-Apprentice. Keep Snuffler alive for at least the first deck. Chieftain can move with Snuffler and Brawler. Discard Tracker on Turn 1.

Time may be needed to have two moving non-Ringwraith companies. You can play Troll-chief at the same site as the Ringwraith and Shaman. Make Shaman a follower to Chief and move both in Angmar for safety and drawing cards until Bone Dragon is played.

<i>starting company:</i> at Dol Guldur			<Morgul-Lord><Whispers of Rings>
1 <i>O-tracker</i>	3/0/3/8	W/R	
1 <i>O-Chieftain</i>	4/0/4/8	W	
1 <i>O-shaman</i>	4/0/3/7	W/Sa	troth ring
1 <i>Forest Troll</i>	4/0/4/8	W/R	
<i>O-snuffler</i>	2/0/2/8	W/Sc	
<i>O-brawler</i>	1/0/3/8	W	

#1 Iron Wing

The main company is Lt. Angmar with many resources who will be a Warlord.

Magic Ring of Fury (+2P)

By the Ringwraith's Word (+4DI)

Two trophies: Slew x2 (+1DI, +1P)

Warlord(+3DI)

All this will have the olog at 13DI, 11P, 9B, and 2 CP. *Orders From Lugburz* will give Rogrog's followers +1 to their corruption checks. *Slew the Great Warrior* will ensure Warlord requirements. Three trophies are on this troll can have Forest-Troll as a follower instead of Lout.

Grashûkh has *Black Mace* for 9/9 stats and 2 CP under orders. He also has the command *Smart and Secret* to defeat body checks with so few characters available.

Troll-lout is a Blade-master with *Saw-tooth Blade* that is *Sharpen Up* for 6/9 stats, 3 CP, and +3 prowess against maia and elves. Use this company to attack hero companies with avatars.

Shaman is present for his Sage skill to play *Voices of Malice*. He has *Black-hide Shield* for 8 body. *Morgul-Apprentice* will be played on Shaman, but first give him Troth-ring for the body check help. The company should be formed in the second deck with the delay of playing the other leader. This overt Sage will then have no corruption sources to use magic, but Ghost-bane

will add one corruption point. You may need to store that staff while away from a Darkhaven.

<Orders from Lugalbûrz>					
Lt. Angmar-W	9/13/11/10	W/Sc	2	T9	furyMR, Word, Warlord, yx2
Grashûkh-L	6/0/9/9	W/R	2	O6	mace, Smart [+1P.elves]
<i>O-shaman</i>	4/0/3/9	W/Sa	0	U4	shield, Apprentice
<i>Lout</i>	3/0/6/10	W	3	T3	sawtooth, Sharpen, Master [+2P.maia, elves]

#2 Shadow Wing

The second company is Chief, Tracker, and Snuffler as the Shadow-Wing. They will play minor items, undead allies, and the missions. It has one Ranger and one Scout. The troll has Tracker as a follower and a Magic Ring of Shadows to control *Bone Dragon*. Tracker is there too. The Scout is needed to play *A Nice Place to Hide*. The company should be ready in the first deck. Consider storing Troth-ring when it is no longer needed. Feagwath hurts the corruption check of all those in his company thus do not use magic on the ringbearer. This company has a size allowing it to join with the Iron Wing.

Troll-Chief	6/3/6/9	W	2	T6	shadowMR
<i>O-tracker</i>	3/0/3/8	W/R	1	O3	
<i>O-sniffer</i>	1/0/2/8	W/Sc	3	O2	troth-ring

There are three reserve characters --- Orc-Shaman, Orc-Snuffler and Orc Tracker.

You have three minion agents. All can use shadow-magic. Many of the minions have dark-holds as a home site. Move to a dark-hold for tapping the site and then next turn play the minion. You may want to play Tracker or Shaman at Minas Morgul. Shuttle between Barad-dur to draw cards and allow Shaman to play Morgul Apprentice when the avatar is near.

ITEMS

Eleven items are in your deck. Fighting is a major tool for this player. Special Rings will add direct influence and prowess to the minions.

Ghost-Bane is an important weapon to cover Eriador with headstones. This staff provides +2 against undead attacks. Bearer can take control of a non-food minor item after defeating such a strike, which is only the blade and shield. A Shadow-mage can tap the staff directing an undead strike against his company to another character within one region followed by a corruption check modified by -2. Try to move to an undead AA site to use both abilities – defeat a strike to fetch an item, and then redirect another strike. The play of this item will cost much. The undead faction will be a Game Point card. Orc-Shaman will carry this item. Some sites in Eriador have Undead attacks of 7,8 or 9 prowess. The Moon is Dead and Plague of Wights will modify +2.

There are three battle-gear items. **Black Mace** is a greater item; it has a high prowess booster to Grashûkh. The mace also gives +1 prowess against elves. Its three corruption needs to be managed. Avoid this item and Feagwath in the same company. Your only shield, **Black-hide Shield**, will increase the body of Orc-Shaman. **Saw-tooth Blade** is a minor item that will later carry a permanent-event.

Foul Smelling Paste will heal your minions away from Carn Dum. Also, this healing item is needed to remove Snow Blindness from a target in your companies. **Orc Liquor** is there for

Morgul Apprentice or combat with elves.

Whispers of Rings will fetch and hold the two special ring items. **The Least of the Rings** and **Perfect Gold Ring** will be tested by either being in the same company as the Ringwraith at Carn Dum or later storage at that site. **Magic Ring of Fury** modifies any Warrior's prowess by +2 to no maximum. **Magic Ring of Shadows** is not for playing magic, but giving a character the ability. With this ability the character can control the ally Bone-Dragon. **Troth-ring** is for playing the undead ally Feagwath. Perfect Gold Ring gives flexibility to use a Game Point for a spirit ring.

Corruption is a problem for Rogrog's company and by shadow-mages. Orders from Lugbúrz will grant a +1 to corruption checks to Rogrog's followers.

FACTIONS

The avatar is a big piece in the coming faction wars. You will play six factions: four men, one undead and one orc. Rogrog and avatar are prepared to influence the factions. The avatar's main priority is to play factions over that of attacking heroes. You need to play all the factions. Battles are not expected now for these factions. Yet, you may select Swift Onset as a Game Point card.

The five factions are Dunlendings, Hillmen, Priests, Orcs of Angmar, and Ghost-warriors. Their rolls can be high. Two are found in the same region. Rogrog has 8 DI only for characters and 5 DI unrestrictive. The Undead faction requires an item to be played.

Dunlendings need an attempt of 10 (Hillmen +2). Try to play this faction early to avoid visiting Dunland later in the game when women are known to be roaming.

Hillmen need an attempt of 11 (Dunlendings +2, Angmarim +2). Most likely play this faction during the second deck after its two support factions are in play.

The avatar will use Creating Their Domain moving to influence Warrior-Priests, which needs a roll of 10. It will be played by the avatar to keep him safe in Angmar. Warrior-Priests can be tapped to put Fell Winter into play for hazards for that turn. This will help Ice-Foragers used by Ardagor.

Orcs of Angmar needs an attempt of 8 to play. It is in the deck only because of Slew the Great Warrior. Grond was considered to be played on this faction, but this event will be played by Ardagor on Cave Trolls (Creb Durga).

Ghost-Warriors of Dunfearan are buried at the Ghost-caves. A Sage must bear Ghost-bane to play this faction. Once in play you can tap to have any *Gold Chains in the Wind* stay in play until the end of the turn or discard an Undead creature from hand to cancel any undead attack against one of your companies. This allows only 2 copies of A Nice to Hide in the deck.

ALLIES

There are two allies. **A Worthy Substitute** will transfer allies in the second deck. Each ally has site requirements costing more than normal effort to play.

Feagwath is an undead Sage and extra valuable for using shadow-magic. But he is played in Dagorlad by a Sage bearing a mind-ring. This is why the starting company has Troth-ring. His prowess of 6 is good for combat, but everyone in his company has -1 modifier to corruption checks. Tap the avatar to shuffle the ally late in the first deck when you are storing the hobbit mission event.

Bone Dragon is an Undead ally. It is a Warrior Ally to use the resource events with its 8 prowess and 9 body. A 5 mind will help it not be influenced away. Its 3 MPs are healthy. A shadow-mage must make a CC by -4 to play this ally at a site where an at home Dragon

manifestation has been defeated or at Thaurung after playing Freeze the Flesh. Consider another copy with a game point. Use Brawler if you use Thaurung.

MISSIONS

Smoke on the Wind is a nice prize of 3 MP. The event is selected for its effect on a few free-holds in and near Eriador. One Free-hold in the Shire will be a target. The site has a penalty to heroes if such a minion event is played on the site. Two attacks are faced: Men of 5 strikes with 8 prowess and Men of 1 strike with 12 prowess. Play this mission in the second deck with a company of many minions. Use a food item to tap the site or use Symbol of Malice.

No Abiding Place turns a site affected by Smoke on the Wind into border-hold. Place this event during the last four turns changing Tuckburrow into a Ruins. Then play Symbol of Malice on the site to keep the site in play. Then select Hold Rebuilt and Repaired to change the site into a Shadow-hold. The Witch-king of Angmar will change the site into a Dark-hold for playing Nazgul creatures in The Shire! A second Symbol of Malice, first Game Point card, will keep this modified site in play.

An important mission is **Kill All but Not the Halflings**. Play the event at Michel Delving (not just Bag End but any Hobbit-hold in The Shire). The Dúnadan AA is dreadful. Get all your minions together and raid that land and bring them back alive. The bearer of this mission cannot untap, so play it on the Troll-Lout. Rush to Mordor to store and bring back Feagwath.

Morgul-Apprentice is played at a Darkhaven with your Ringwraith and a Sage. The Ringwraith taps to force a body check by the check. Shaman will be this Sage. His normal body is 7. Black-hide Shield, Troth-ring and the command Smart & Secret provided and effective +3 to this body check. Orc-Liquor can guarantee success, which is why that food item is in the deck.

Slew the Great Warrior is a mission to ensure trophies. One copy starts in the playdeck. But you need to wait until an orc faction is played unless you go to Amond Lind. Get two trophies on Rogrog. This is for a warrior to play during the site phase on an untapped Orc or Troll at a Free-hold, Border-hold, or Ruins or Lairs, in the same or adjacent region where you have a faction in play. Target warrior faces a Dúnadan strike of 12 prowess. Success gives you 1 trophy MP.

ERIADOR & ANGMAR

Even though Eriador is desolate it still can be deadly. There are elves and dúnadan prowling the land. There are nine regions to move through near Angmar. Two regions are Free-Domains, one Shadow-land, one Coastal Sea, and five Wilderness. Five of these regions are in the Northern Waste.

Heed Not the Defense is a short-event that allows you to cancel or kill a creature. An overt minion company plays this against a Dunadan, Hobbit, Man, or Wose attack keyed to the site or an automatic-attack. A roll is made adding the number of Warriors and subtracting all other skills. A result greater than 9 cancels. Likely, this will only work 1/3 of use. Alternatively, Skies of Fires allows you to assign all strikes of an attack of those types or in CvCC. You expect to face 11 such automatic-attacks. That environment event is played by another in your Group.

A Nice Place to Hide will cancel any attack. Just tap a Scout. You have three Scouts in the deck. Keep them alive. Likely, you will use this event against Free People creatures.

Voices of Malice will discard hazard events that hinder you. **Slew the Great Warrior** is a trophy event that only requires a 2 MP orc or troll faction nearby.

You will have three leaders. Rogrog is your main leader. A command **Smart and Secret** will

be played on Grashûkh. Warlord will be played on the olog along with By the Ringwraith's Word. Troll-chief will attempt to gain a trophy to have two followers and add to the GI buffer. This command also helps Shaman survive his magic test.

Two copies of the Shaman gives two chances to survive the body check from the event. Black-hide Shield, Troth-ring and Orc-Liquor will pass a body check (7.normal+1.shield+2.liquor). The site Litash modifies the body check by -1 and so does Troth-ring. Wound is the worse result.

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

You have shadow-magic events. This is odd with only three characters to play them: Shaman, ally, and the WK. **Gold Chains in the Wind** is essentially a strike-canceller on the shadow-mage. This can help the Witch-king stay untap for CvCC.

Hounds of Sauron is there to ravage a large company of low-prowess heroes or reduce a multi-strike non-AA to one strike to gain a trophy. **Freeze the Flesh** is there to keep a vital minion on the table or to play Bone Dragon.

Symbol of Malice is to cause corruption issues to your opponent. You do have to keep the site in play and guess what sites your opponent needs. You might have to enter the affected site yourself just to discard the event and play it again elsewhere. Use the event to tap the site for Smoke on the Wind. Then play the event on that same site. One copy is to keep No Abiding Place and Troll-Woods in play without a character.

Dragons and environment hazards can hinder this player for a turn. Be cautious when facing the Northern Waste Division that will play hazards on the heroes.

Iron-home is a permanent event to keep a character unwounded. Discard the event to cancel an attack keyed to Angmar, which is likely to be Cave Worm or a Dragon.

Deadly Laughter is a shield against Elves and Maia. This short-event allows the full turn to tap any avatar or magic-user character to cancel a Maia or Elf attack, or cancel play of a Maia hazard event or a spell at his site before the spell resolves. *The Oldest* comes to mind. Alternatively, use as a hazard on a spell before it resolves to have the chance to cancel the spell. Each company will have a magic-user. This helps visiting Rhudaur.

Use Your Legs is to capture any hobbits that are close to you. Seek any hobbits in Arthedain to force Elrond to move through Double Wilderness. The event is played on an Orc minion attacking a hero company with Hobbits. If a Hobbit fails his strike, then he is placed with the resource and is not wounded. Each end-of-turn phase gives a chance the prisoner is released. A wounded bearer discards the event and places the prisoners at the new or current site. Storage at Barad-dûr awards 3 MP. First store at Carn Dum for interrogation by The Necromancer's minions. You can always store in Mordor on the last turn. If interrogation is not needed, then store the hobbits at Morkai where Redoubled Force can make the attack 7s8p.

Soon after both troll factions are played at Ettenmoors, move there with Troll-woods and Symbol of Malice. **Troll-woods** changes the automatic-attacks to Trolls at 1 strike with 10 prowess. And makes Rhudaur a Double Wilderness. The Lidless Eye uses Lost in Wilderness. Ardagor has Hobgoblins and Dark Dwarf has Rain-drake creatures to benefit.

Old Cache is played on a tapped Ruins, Shadow-hold or Dark-hold allowing one or two characters to tap to take control of a minor battle-gear item from the sideboard.

—~~Blade-master~~ is for the Orc Warrior with Saw tooth Blade. Bearer can tap the blade when chosen to face a strike. This excludes *every character* attacks. If the strike is defeated, then any remaining strikes from the attack has its prowess and body reduced by the bonus the blade gives against the attack. Else the blade is discarded. Bearer than makes a corruption check. Overt or minion characters received two corruption points from this item. Sharpen Up will make Saw-Tooth Blade +4 prowess against elf and maia attacks. Four common elf creatures are below.

Elven Archers	[MP: 1*; P/B: 7/9]	Elf	1	1	7	9	attacker
Elves upon Errantry	[MP: 1*; P/B: 9/0]	Elf	1	4	9	0	
Falathrim	[MP: 2*; P/B: 10/7]	Elf	2	5	10	7	
Galadhrim	[MP: 2*; P/B: 11/7]	Elf	2	3	11	7	
Snow elves	[MP: 2*; P/B: 10/6]	Elf	2	4	10	6	

Troll lout with these three resources (STB, SU, Bm) has 8 prowess against elves. For example, Elves Upon Errantry can be defeated when its three other strikes have 5 prowess. Against the Dunedain auto-attacks in The Shire Troll Lout has 6 prowess. Most of the attacks have 10 prowess. Smoke on the Wind's first attack is 8 prowess. Blade-master can make the remaining 4 strikes 6 prowess.

—~~Grond~~ will be played on Ores of Angmar if selected as a Game Point card. This resource lowers each AA at Free holds and Border holds in Angmar and adjacent regions by 3. This will allow easier access to the Dúnadan holds in Arthedain. Seven sites in total you plan on visiting will be affected.

SITES

The sites near Carn Dûm are rich in playing resources, except for greater items. You will be visiting all the site types. The most frequent regions for you are Forochel for items, Angmar for factions, Arthedain and Rhudaur for CvCC. No region is more than three regions from Angmar to play a resource except for playing an ally, faction, or food items. Other sites in East Bay of Forochel, Númeriador, Everdalf, Lindon, Dunland, and The Shire are three or more regions away from Angmar requiring playing a resource. Try to avoid double wilderness and Cardolan.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	2	7	4	0	3	3	20

There are 16 sites near Carn Dum not including the under-deeps or dungeons. Only two sites have no automatic-attack. Then there is Thuringwathost. Automatic-attacks include: Hobbits(2), Elf(1), Dúnedain(2), Men(8), Orcs(1), Undead(2), Animals(1), Traps(1), and Dark Enchantment(1) are the remaining types. Some sites are shared and others are not. You will visit two Free-holds, seven Border-holds, four Ruins, three Shadow-holds and three Dark-holds.

It is expected 19 successful site phases are needed excluding Ringwraith turns. The greater item and four minor items = 1, gold rings = 1, factions = 4, allies = 2, mission = 8, Apprentice = 1.

The Shire is the only Free-Domain you may visit. **Sackville** will be useful here to play Kill All But Not the Halflings. if you can pass the two automatic-attacks (Hobbits of 7 strikes with 4 prowess and Elves of 3 strikes with 9 prowess). Hope that Grond is in play at Cardolan. A tapped and discarded Sackville is placed in your MP pile. Now you can tap the site to play a food minor item (Foul Paste or Orc-Liquor) from the sideboard while at Isengard or a site in The Shire. You expect to visit The Shire for CvCC or for Smoke on the Wind. You need to tap the site first so why not grab a food item from the sideboard! It will be convenient to play a food item that same site phase.

Tuckburrow is a main site for Smoke on the Wind. It has an AA of hobbits.6s6p and dunadan.3s10p. Ardagor will reduce the automatic-attacks of The Shire sites using Grond in Cardolan. Blade-master at Tom's House can have the second strike used with Grond be modified to 8 prowess if you need to combat there.

The Darkhold, **Litash**, will play the Priest faction. Litash is the place to play Morgul Apprentice. The site allows fetching the event for shadow-magic use if a modified by -1 body check is made. **Barad Lughilsarik** allows a Sage to tap to shuffle an environment card from the discard pile into the playdeck. A Ringwraith Sage can take the card to hand. Use the avatar to grab Twilight to use later cancelling Shifting Paths. Zarak Dûm is home to a Dragon. If killed, then raise it as a Bone Dragon.

Border-holds have resources: faction, item, events. Hillmen are at **Cameth Brin** with it Men automatic-attack with 7 prowess. **Dunnish Clan-hold** has a man faction in Dunland. Its Men (detainment for coverts) attack of 7 prowess is tough. Forochel sites are prime targets for Slew and Least of Gold Rings. **Lossadan Camp** and **Ruskea Vene** have food items or a gold ring item. Each has Men automatic-attacks of 6 prowess. Move three regions into the Northern Waste to reach **Jääkylät**. There are food, minor items protected by Men with 7 prowess. This site gets you away from Elrond and maybe gives him false security to venture forth. Uldor the Accursed is keyabled in that region. All of the these sites have Men attack types for Foul Trophies. **Amon Lind** has an elf attack to play a copy of Slew the Great Warrior.

Many Ruins dot the landscape. Only two such sites have attack types for Foul Trophies; you will visit on of these. Two allies can be played at Ruins. Bone Dragon is played at **Tharung** after eliminating a character and playing Freeze the Flesh. Its Animals of 7 strikes with 4 prowess will

be simple if not enhanced.

Eldanar has Sharpen Up, but it has Men attacks that may be enhanced by Rank Upon Rank. The normal 2 strike with 6 prowess will be easy to pass. Play the battle-gear minor items there.

The Riddle Caves is in Hollin. It has the Ghost-bane. Beneath it is the dungeon **Ghost-caves**. If you play the staff first, then you have the undead faction to play in the second playdeck. The automatic-attack at The Riddle Caves is a trap attack of five strikes with 11 prowess. A Ringwraith has a 40% chance to pass all five strikes. Send Rogrog there to face most of the strikes without tapping. His mind is used instead of prowess. Rogrog alone has a 20% chance. Once that happens, come back to play the faction in the adjacent Dungeon. That site is a Ruins with an automatic-attack of Undead with 9 prowess for all characters. There is a second automatic-attack allowing play from hand or discard pile: King of the Dead, Pukel-creature, or Demon creature. Any non-unique Undead can be keyed here. There is a hoard.

Shadow-holds are common in and near Angmar. **Mount Gram** has Orcs of Angmar. Move three regions to visit **Mount Rerir** for your Black Mace; by far the most dangerous site for you to visit. It has Undead, so be careful with your own hazards. **Thuringwathost** far away has Feagwath. It is five regions from Angmar. You need to tap an overt Ranger for this hidden site. **Lugarlur** is a Dark-hold in the region of Chelkar. The avatar will move here from Minas Morgul to play another of his items.

You will be playing resources at mostly in the regions west, and southwest of Angmar. Most of the AA types are either men and undead on your map. Try to stay away from sites with undead AA; let your agents visit them or tempt heroes to move to an Undead site that is in your discard pile. However, if you can tap an Undead-hold without discarding hazards then do so.

You are not planning to move to a site in Old Forest, Cardolan, Hollin, Dunland, MM Northern Spur, or High Pass for playing resources.

The ONE RING

If the Ring surfaces near Angmar, then Rogrog will not attack the Ringbearer. Instead the black troll will attack with recklessness Elrond. The goal will be to weaken nearby protectors of the Ringbearer to allow its theft in CvCC with the Ringwraiths.

During the Warlord phase, Sauron will take control and the player can not affect the Ringwraiths during his turn (untapping, healing, storing resources). All control is giving to Sauron. Sauron will take the Ringwraiths to a site where they can ambush the Ringbearer somewhere in the wild lands.

You should have most of the items and factions in play at this time. Continue playing the factions and Smoke on the Wind. You should be frequently attacking heroes once the troll company is together.

BLACK AND GREY PLAYERS

Necromancer, Dark Dwarves, and Ardagor are in your Division. You may want to protect the dark elves of your master when they appear at your fortress. The Dark Dwarves will mostly be along the coast hindering Círdan the Shipwright. Ardagor is the vanguard of your invasion of Eriador. Let them pass, but keep that bastard troll in his place.

You may be ambush in the Under-deeps by either balrog so be careful about that. Durlach may send orcs in the barren landscape to influence factions. If there is Prone to Violence, then you might have to attack one of his companies. Mornost is a short trip from Angmar. Azog will be influencing factions in and near Angmar. You might have to compete with him during open

season of hobbits.

WHITE PLAYERS

Elrond Half-elven has long been a thorn to you. Now, you will bring armies to bear down on him. One of your companies is bent solely on killing elves infiltrating your realm. The Dwarves of the Blue Mountains will not hamper you much if at all. The Sindarin elves of Lindon will be too far away to aid Elrond. The wizard Gandalf has been reported to be in Eriador. His designs are unknown, but that wizard usually has a good reason. Maintain a watch on him. His elf creatures have a steel bite.

MARSHALLING POINTS

- C=9 You have a few 2+ MP minions and many 1 MP minions. Rogrog and Grashûkh will provide 5 MP. You can easily play four 1 MP minions under Rogrog's control.
- I=6 Four of the items yield MP. You plan on playing the mace and two rings for the 6 MP.
- F=5 There are five factions. You plan to have all in play except for the Hillmen.
- A=4 You have Bone Dragon and Feagwath.
- M=6 Smoke on the Wind will yield these MP. Sharpen Up and a Slew the Great Warrior each grant 1 MP.
- K=2 You want to kill some free people creatures using Hounds of Sauron.
- MM Deeps x2, Hold Rebuilt and Repaired. Swarthy SF. Blade-master

DECK MANAGEMENT

You will need to draw a lot of cards. This can be done from having a strong company moving every turn; a weaker company moving in Mordor such as Shaman. The hazards will be quick to play but the resources may clog your hand if you hold on to them. You will be bringing in a lot of resources from the SD when the WK comes into play. Try to exhaust every 9 turns. The hazards include permanent events and many creatures. You should play hazards at a great pace.

The WK should be tapped for most of the turns. He can tap to bring cards from the SB. Lt. Angmar at Carn Dûm does give you a bigger hand size, but this will be uncommon. It is ok to discard resource MP to draw cards; you can instead use a bored company to attack heroes. Use An Unexpected Outpost to get in Never Seen Him and Shadows Out of the Dark.

1ST DECK

There are several combat cards (Bold Thrust) to stay at a site longer without fighting. There are enough orc and troll minions to replace the ones killed. Orc-Shaman, Morgul-Apprentice, will use shadow-magic to handle big strikes. Acquire trophies for Rogrog. Be careful when getting the greater item. Mount Rerir will do for the greater item. Only engage in CvCC if the profit is there, else keep playing resources and wait until the second playdeck.

The play of Feagwath will take time. Play that ally when you visit Mordor to store a mission event. Go play the mission when it is drawn. Then it will take six turns to return to Carn Dum. Then tap avatar to shuffle Feagwath. Shaman will hope to have Orc-Liquor when he visits Litash else waiting to be in the same company as the avatar may take time. This player should play 6 items/allies/factions/events in the first deck. Grashûkh will be played in the second deck.

The quantity of cards shuffled into the first deck will be high (e.g. ~15). The avatar taps 3x to place 15 cards into the discard pile including both Ringwraith items. Avatar taps another 3x to

shuffle Slew the Great Warrior, Feagwath, and events for Warlord. Whispers of Rings will grab two rings. The Ring Leaves Its Mark shuffles one mode event. Expect to exhaust on Turn 9. Note that Freeze the Flesh is first there to play Bone Dragon, but use this magic event to rise an important minion that fell. You can always play the ally at a Lair with a dead dragon.

Weigh All Things to a Nicety shuffles BRWW, Morgul-apprentice, and Morgul-lord after it was discarded. It will be slow in this deck. Therefore, move to draw cards including to Litash.

An Unexpected Outpost shuffles *Faces of the Dead* x3 allowing Undead creatures to survive for later use.

First Exhaustion

Remove from the sideboard 5 hazards: *Shadow Out of the Dark* x3, *Never Seen Him* x2. These are the agent hazards to increase play of Undead creatures.

Place these resources in the sideboard: Gold Chains in the Wind, Freeze the Flesh, one faction, and two of the following: AA, IDBT, RS.

2ND DECK

Draw many cards to get the avatar cards and factions in hand. Playing Hillmen is essential before the Warlord phase. Get the Ringwraith out to use his Unleash event to play two factions, and two items.

Play Slew the Great Warrior, Warlord, Feagwath, Bone Dragon, Kill, and Troll-Woods during this deck. Use Your Legs is played at this time to give Necromancer a prisoner to interrogate. Store those two events in Mordor. Play ally Feagwath during this errantry. You need to ensure that the minion to control KABNTH is not in Rogrog's core company. Rogrog will stay in Eriador protecting the Ringwraith. Use the magic ring to fetch Freeze the Flesh

Tap the avatar to place some cards in the discard pile: Ghost-warriors, Dunlendings, No Abiding Place, Gold Chains in the Wind, other. Expect to exhaust on Turn 17. Before Turn 20, tap the avatar to shuffle both magic events. When you draw Bone Dragon, use Magic Ring of Shadows to grab Freeze the Flesh. You need that ally to roam free.

Weigh All Things to a Nicety shuffles Warlord, Hounds of Sauron, or permanent-events that were discarded.

An Unexpected Outpost shuffles *Spells of the Barrow-wight* x3.

Second Exhaustion

Place these resources in the sideboard: Gold Chains in the Wind, Freeze the Flesh in exchange for Behind the Hedge and a Realm hazard.

3rd DECK

Don't engage Felagrog unless he poses a threat or is vulnerable after an attack. Stay close to a combat between Lord Thrain and Felagrog to finish one off. In an event the Witch-king meets his doom; Khamûl will take his place in the Power Decks.

Play Ghost-Warriors of Dunfearan, Smoke on the Wind, and No Abiding Place during this deck.

Weigh All Things to a Nicety shuffles characters, Hounds of Sauron, or permanent-events

that were discarded.

An Unexpected Outpost shuffles *The Moon is Dead*, *Plague of Wights* and *Uldor the Accursed*.

4th PD

Likely, Use Your Legs will be the last resource to play and store. Give this to Troll-Chief's company and thus travel to Mordor.

1 Slew the Great Warrior, Morgul Apprentice

2 Slew the Great Warrior, Warlord, Kill All But NOT the Halflings, Use Your Legs, Ghost-bane, Bone Dragon, Feagwath

3 Ghost-Warriors of Dunfearan, Smoke on the Wind, No Abiding Place

BRINGING IN CARDS FROM THE SIDEBOARD.

The Ringwraith is expected to be played on Turn 4. Witch-king taps 6x in the first deck accessing the sidebar. His avatar card untaps him 3x. He taps to influence one faction, plays two items, and another site phase tapping in the first 12 turns. So far this is eight taps in nine turns. Use one Ring Leaves Its Mark to untap the Ringwraith. A Ring Leaves Its Mark will fetch a mode event.

1	Ghost-bane		dp111	
1	Magic Ring of Fury	whispers		
1	Magic Ring of Shadows	whispers		
1	Warrior-Priests of Angmar		dp112	
1	Ghost-Warriors of Dunfearan			dp212
1	Bone Dragon		dp113	
1	Feagwath	tap13		
1	Use Your Legs		dp114	
1	Slew the Great Warrior	tap12		
1			dp125	
1	Sharpen Up		dp121	
1	No Abiding Place			dp213
1	Vasamacil		dp122	
1	Seahelm of Ciryatan		dp115	
2	Deadly Laughter		dp123	dp211
1	Gold Reward		dp124	
1	Morgul-apprentice	weigh11		
1	Troll-woods		dp131	
1	Warlord	tap11		
1	Heralded Lord	(Mark)		
1	Call to Arms		dp132	
3	The Witch-king Unleashed		dp133, dp134, dp135	
d1	Morgul-Lord	weigh12		
x1	Gold Chains in the Wind			dp214
x1	Freeze the Flesh			magic ring
x1	faction			dp215

<u>Action-25</u>	<u>cards</u>	<u>tap</u>	<u>card</u>	<u>tap</u>
SB to DP	15	+3		
SB to PD	3	+3		
Whispers	2	---		
Weigh All	1	---	1	-
avatar card	-	-3		
Ring Leaves Mark	1	-1		
Site Tapping		+5		+2

Expected Turn Summary

4+0cvcc	10+3cvcc	7+3cvcc	15+3
1	Play item-mace		
2	Heal at Carn Dum		track
3	Play item-Liquor		snuff
4	Heal at Carn Dum		Lout
5 tapCU	Orcs of Angmar		avatar
6 move to MM	Heal at Carn Dum		shama
7 FellRider.item.	Slew	Gold Ring	dForest
8 tapMM.	Heal at Carn Dum	Heal at Carn Dum	
9 tapDG.	DG-bRRW+Apprentice	Sharpen Up	Grashû
Exhaust	exhaust	exhaust	
10 CD.Fell Rider	Heal at Carn Dum	Heal at Carn Dum	
11 Heal at Carn Dum	Slew	CvCC	
12 FellRider+Ghostbane	Kill Halflings+Use Your Legs		
13 Heal at Carn Dum	Heal at Carn Dum	Heal at Carn Dum	
14 hLord+Priests	Play Bone Dragon	Heal at Dol Guldur	
15 RW.item	Heal at Carn Dum	Heal at Barad-dur	
16 hLord+Hillmen	Troll-Woods	Play Feagwath	
Exhaust	exhaust	exhaust	
17 Heal at Carn Dum	Play item-minor	Heal at Dol Guldur	
18 hLord+Dunlendings	Heal at Carn Dum	Heal at Carn Dum	
19 Heal at Carn Dum	Riddle Caves	Gold Ring	
20 Gold Reward	Ghost-warriors	Heal at Carn Dum	
21 x	Riddle Caves		
22 x		Smoke on the Wind	
23 x	No Abiding Place		
Exhaust	exhaust	exhaust	
24 x	Heal at Carn Dum	Heal at Carn Dum	
25 x	CvCC	CvCC	
26 x	Heal at Carn Dum	Heal at Carn Dum	
27 x	CvCC	CvCC	
28 x	CvCC	CvCC	

The Hazard Deck is mostly Undead. Use the enhancers to keep the creatures out of kill piles. Be wary of getting creatures killed for that will discard the Realm hazards and The Moon is Dead. Use Faces of the Dead with creatures that will not have an effect. An Unexpected Outpost can get back events. The agents will use their shadow-magic to call undead to border-holds and ruins in Eriador to attack her masters enemies, Playing hazards on companies sticking to safe routes will be hard to hit, so don't waste space in your hand with hazards that cannot affect them. Hazards will likely be the cards to use on-guard. A faction allows discarding an Undead creature to cancel any attack.

Expect to discard half of the 16 creatures for the first deck due to inability to play. Faces of the Dead will be tough to match with playability and a creature in hand.

CREATURES

There are 17 creatures. Most are Undead. The undead will need the Dark Design events, thus the Ruins creatures were selected since Hoarmurath has Mordor and events to play his creatures.

Creatures

Barrow-wight is a high prowess creature for the under-deeps with its single strike 12 prowess. It will tap anyone. It is found at Shadow-holds, Dark-holds, Shadow-lands, and Dark-Domains. If played as a second AA, then it will likely wound the target and cause a corruption check modified by -2. This is the creature to capture prisoners.

Stirring Bones is the undead creature. It has a tough 9 prowess, but just two strikes. This is offset of its wide playability to three region types and two site types.

Chill Douser can be a great creature for this player. The attack is mild at 3 strikes at 8 prowess. It is common keyed to Ruins and Shadow-holds. Its ability is to modify undead attacks later that turn by +1 strikes and +1 prowess. This player plans on visiting five Undead sites that can be enhanced to keep the elves safer from CvCC.

Uldor the Accursed will bother the Northern Waste Division. He is normally found at Himring. Doors of Night greatly expands his range to non-Haven, non-Free-hold sites in East and West Bays of Forochel, Lindon, Gondalf, Minheldolath, Narthalf, and Elven Shores. Weapons do not modify defender's prowess without Elvish Blade. His single strike of 15 prowess will tap and may be wound.

Wisp of Pale Sheen is there to tap pesky scouts that cancel attacks or Sages that remove permanent-events. The one strike chooses defending character with its 6 prowess. Targets of strikes with a mind equal or less than the prowess must tap afterwards. There are 30 non-wizard, non-agent, hero characters of 7+ mind. Raise the prowess then to 7 resulting in only 12 characters with 8+ mind. Faces of the Dead can keep this creature alive.

Durin's Folk are 5 strikes and 6 prowess against hero companies. It might tap one character. This creature is keyed to Border-lands, Wilderness, and The Shire.

Ibun will hit those in southern Eriador at The Worthy Hills. Ibun are normally keyed to Double Shadow-lands. But also to Shadow-lands or an Ancient Dwarf-ruin if the company contains a treasure item. Cameth Brin, The Worthy Hills, and Bar-en-Ibun are sites normally affected too. A single strike of 12 prowess can fail simply, but a 7 body can keep it available for the next deck.

Naugrim is the only event to affect this creature giving it 13 prowess and 8 body. CTWF+Ng-DON = 3s15p8b. Undead hazards can make this truly a terror:

CTWF+Ng-DON+MiD+PoW=5s17p8b. If a hazard changes the site to the Worthy Hills - oh my.

Returned Beyond All Hope grabs you a Dunedain, Elf, or Dwarf creature from the discard pile.

Creature Playability

- FH:
 - BH:
 9 RL: Wisp Bones Douser
 12 SH: Wight Wisp Bones Douser
 3 DH: Wight
 - UD:

- FD:
 - BL:
 3 W Wisp
 6 WW Bones OldMan
 9 SL Wight Wisp Bones
 9 DD Wight Wisp Bones
 3 CS Wisp

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	1	Arthadan Rangers
BH	0	JJ	0	3	Durin's Folk
RL	6	T	0	3	Barrow-wight
SH	9	TT	0	3	Chill Douser
DH	6	TTT	0	3	Stirring Bones
UD	0	SL	9	3	Greater Specters
FD	0	SL2	0	1	Uldor the Accursed
BL	3	DD	9		
W	3	CS	0		
W2	3	CS2	0		
W3	0	X	0		

EVENTS

The goal is to play undead creatures at Border-holds, Ruins, and Wildernesses near Angmar. The hazard events count 2 environments and 8 agent hazards. Five hazards modify attacks. Hoarmûrath the Ringwraith has other undead hazards in his deck. The remaining unused undead hazards are kept safe for the Power Decks. 22 of the 38 hazard events will be quick to play.

Base-1

Twilight will protect Doors of Night.

Corruption/Check-5

Icy Touch is dependent on wounding a character with undead. Success means the playing of this hazard on the target. Prowess of the attack is modified +1. This hazard burdens with two corruption points. The usual tapping to remove is given to this hazard needing a 7+ roll to remove. Nine non-unique creatures have 8+ prowess.

New Moon taps an elf or turns a Free-hold into a Border-hold to allow more creatures to be played with your agents using another event.

Undead Playability-11

Undead are a local specialty. They need help with advertising and casting. Heroes just do not walk into Mordor. So bring it to them. 9 of your 18 undead creatures only are keyed to Shadow-lands or Dark-Dark-Domains. This player and Ardagor have creatures restricted to those regions or to the matching holds.

Expand creatures range with the trio of Dark Minions hazards. Fetch the best event with **Dark Designs of Mordor**. This will allow the Undead and Orcs to roam far.

Angmar Arises turns Eriador into a cemetery for Forochel, Arthedain, and Rhudaur. **Reaching Shadow** affects Mirkwood and all adjacent regions. **In Darkness Bind Them** increases the range to Ithilien and Harondor.

Haunted Place is a permanent-event played on a Ruins or Shadow-hold in a region affected by one of the three Design (AA[11], IDBT[13], RS[10]) hazards. It creates an undead AA of 2 strikes with 7 prowess or makes an Undead AA non-cancellable for that turn.

Faces of the Dead allows the discarding of undead (e.g. Wisp of Pale Sheen) for a chance on a character moving in Double Wilderness to return to the site of origin. This will weaken the remaining company for attack and helps card flow.

Undead Enhancers-11

Undead have too few strikes or a low prowess. There is a new limit in Fate limiting each non-unique hazard event to three copies with few exceptions. This player will keep two copies of Plague of Wights to bombard targets with strikes so to take prisoners. The creatures in this deck are more common at Ruins & Lairs and Minas Morgul has undead automatic-attacks. Hoarmûrath will have two copies of The Moon is Dead. Sites with undead attacks are about event between the two Darkhavens (i.e. Carn Dum, Minas Morgul). Now, this player can have two copies of Turning Hope to Despair and opens a slot for Traitor in Hoarmûrath deck.

Plague of Wights doubles the strikes with Doors of Night in play and +1 to prowess in any case. Be careful of visiting sites with Undead.

The Moon is Dead grants +1 to strike and prowess. It also duplicates undead AA! Time your playing of creatures to keep this event in play.

Spells of the Barrow-wight is the undead prisoner hazard. Send the prisoner to a shadow-hold, since a Ruins with undead will already be deadly and you can target the rescue site with most of your creatures.

All Dead, All Rotten forces a CC to non-elf characters moving to a site with an undead AA. This will not be common, but can be harsh late in the second deck. Make more such sites using Haunted Place. But it is a permanent-event. This hazard waits for the first exhaust allowing items to burden the heroes. Wisp of Pale Sheen, Corpse-Candle, and Ghouls can be played at any Swamp.

Like Shreds of Cloud is a permanent-event make some Undead creatures (Corpse-Candle, Sand Devil, Ta-Fa-Lish, Chill Douser, Wisp of Pale Sheen) immune to weapons without an attached resource event. This will help your modifier creature (CD) and weak creature (WPS) from becoming more dead.

Turning Hope to Despair is played on a company facing a non-detainment Undead, Nazgul, or Maia attack. Hazard has no cost to the hazard limit. If the attack is not defeated, then each character makes a roll adding his mind. A result less than 11 has the character split into his own company with a separate movement/hazard phase with a hazard limit of one.

Agents Playing Undead - 8

Inner Cunning will allow you to fetch Taladan or Elerina. Place this in the sideboard upon first exhaustion.

Great Need or Purpose will allow agents in your Division to take another action like moving or untapping. Agents can move to play creatures.

Shadow Out of the Dark is a key hazard. Use it with New Moon to make a Free-hold into a Border-land. However, the agent must be faced-up, which leaves him vulnerable. But the hazard allows the play of unlimited undead creatures. Even one creature will mean success.

Never Seen Him will be played on Elerina and Firiell. This hazard allows the agent to take another agent action when normally taking an agent hazard not counting against the hazard limit. Now, the agent can perform two of the following actions per turn: move, heal, untap, turn face down.

Consider selecting Swarthy Sneering Fellow as a Game Point for this hazard.

Cycle-3

An Unexpected Outpost will be used to fetch hazards only in the sideboard. You will need to bring 10 hazards into the playdeck with six uses of this card. You might fetch itself if Doors of Night is not in play.

Agents

3 Elerina	8/3/5/9a	Sc/Sa/D	man	sp, sh	Carn Dum, Litash
2 Firiell	6/3/3/8a	Sa/D	dunadan	shadow	Vale of Erech
2 Taladhan	6/1/4/9a	Sc/R/Sa	man	shadow	Sarn Gorniwing, Carn Dûm
Elerina**	Arthedain	Num	Forochel	Bree	Blue MDH
Taladan	Rhudaur	Hollin	High Pass	Cameth Brin	Ost-en-edhil
Firiell	Cardolan	Shire	Old Forest	Tharbad	Bag End
*Slipped out Quietly		Never Seen Him**			

Three agents can use shadow-magic. This skill is required to play Shadows Out of the Dark. This is trouble for heroes in Eriador. The goal is to strategically place the agents for maximum range. Each has two specific regions and sites to target. There is no overlapping of agent territory.

None of the agents will go to a free-hold or a dark-hold unless to attack. Shadow Out of the Dark can be used on the same turn you move the agent, but the agent must somehow untap.

Yellow	Pallando	League	Imrahil
Valdacli	Lesser	Guild	Vald2
Evermist	Alatar	Dain	Thorin
Galadriel	Thrain	Radagast	Thranduil
Denethor	Vidugavia	Theoden	Saruman

Elerina is from Litash.

Use Inner Cunning to move to the Shadow-hold Fhul against Group 1. Then move south against Group 2 bothering Lesser Wizard.

Return home against Group 3 to bother Evermist or use Inner Cunning to enter play at Sarn Goriwing to hurt Alatar. Group 4 then bother Thranduil of Mirkwood at Cor Angaladh.

Move a bit southwest to hunt King Vidugavia when facing Group 5.

So she will be in Arthedain and Numeriadon. Arthedain has two Ruins with undead AA. Her first home site will be Annuminas. Annuminas allows major items and Information and may be used by Elrond. Move her to Blue MDH if dwarves visit there and attack them. Her two strikes at 5 prowess will give trouble to most. Only attack with her if it is a good risk. Her secondary site is Bree. She can move to the town and wait there for heroes staying for more than a night for playing Shadows Out of the Dark.

Taladhan is from Wilderland.

Use Inner Cunning to move to a Shadow-hold in Seznabab against Group 1. Then move south against Group 2 bothering the Valdacli.

Return home against Group 3 to bother Lord Dain to enter play at his home site Sarn Goriwing. Steel Fell has undead. Group 4 then bother Lady Galadriel.

Move a bit south to hunt Theoden King for Group 5. Get to Dunharrow to play *Shadow Out of the Dark*.

It will take him two turns to travel to Rhudaur by foot. His regions are Rhudaur, Hollin, and High Pass. Place him at Cameth Brin. These three regions do not have any undead sites. Hollin has a good ring site. Travel there when a company visits. His regions may not see some action, so you can move her to a different region without losing much strategy.

Firiel is a mistress from Gondor. She can also try to influence a dúnadan hero if the player has very little GI. She will get a +5 to the influence check.

Inner Cunning cannot be used for this agent. For Group 1 stay in Gondor hurting Prince Imrahil at Tolfalas. Group 2 is too far away in the Uttersouth.

The next Group is Northern Waste. Move west in the Coastal Seas to reach Isles of the Dead that Live, then into Eriador to reach Forochel in six moves. The move through the Iron Mountains against Group 4 to bother Radagast by getting to Gladden Fields.

Move home to trouble Lord Denethor for Group 5. Stay in Gondor at a Border-hold to play *Shadow Out of the Dark*.

She will need three turns to get to Eriadorian Coast. Her regions are Cardolan, Old Forest, and The Shire. Place her at Tharbad. Cardolan has Barrow-downs for the agent to bring in undead.

WITCHKING AND HOARMURATH HAZARD DECKS

Power deck

PLAGUE OF WIGHTS
THE MOON IS DEAD

L DON- strikes x2, P+1
P +1s/+1P, duplicate undead AA.

ICY TOUCH
SLEEPLESS MALICE
ENDLESS WHISPERS
EXHALATION OF DECAY
FACES OF THE DEAD
PALE DREAM-MAKER
SPELLS OF THE BW

p corruption.
L undead at Ruins, DON(Ruins play)
P darkE. Wounded. No untap.
S undead in discard pile attacks -1P.
S discard undead. Roll. Char moves back to origin site.
P corr,darkE. Wounded.
P prisoner

TURNING HOPE TO DESPAIR

S roll separate company during the move.

ALL DEAD, ALL ROTTEN
HAUNTED PLACE

P move to Undead AA site, make a CC.
P R, SH gains undead AA or undead AA cannot be cancelled.

LIKE SHREDS OF CLOUD
OUT OF THE SWAMPS

P no wpns (CD, CC, ghosts, SandD, TFL, Wisp)
L nonU undead keyed to swamp. DON-region.

Barrow-wight
Chill Douser
Corpse-candle
Ghosts
Ghouls
Stirring Bones
Greater Spectres
Mewlips
Lesinavi
Wisp of Pale Sheen

TURN01, @Carn Dum,U

{Elrond's elves at Rivendell}

U	Lieutenant of Angmar	9	1	8	9	olog-hai	W	Sc				0		
U	Orc sniffer	2	0	2	8	orc	W	Sc				1		
U	Forest-Troll	4	0	4	8	troll	W		R			1		
U	Orc Shaman	4	0	3	7	uruk	W			Sa		2		Troth-ring
U	Orc Brawler	1	0	3	8	orc	W					1		

An Unexpected Outpost	Symbol of Malice			
An Unexpected Outpost	The Moon is Dead			
Hounds of Sauron	The Ring Leaves its Mark			
Ibun	Witch-king			
0	0			
Turn: 1	Hand: 8	MP: 5	SP: 1	PD: 86
Yellow	Pallando	League	Imrahil	ELROND

, 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

ORG

Magic Ring of Fury is played on Whispers of Rings. Wking played at Cirith Ungol. Avatar taps to dump Ghostbane, Warrior-Priests of Angmar, Bone Dragon, Deadly Laughter x2. Wking moves to Minas Morgul. Shaman, Sniffer stay. Rogrog+ move to Litash.

MOVE

Shaman, -,haven
HL2, Yellow plays Alone and Unadvised on Shaman.
HL1, Yellow uses Byrillium-Lode OG

Rogrog, -sl,dh
HL3, Yellow uses Morgul-rats OG.
HL2, Pallando-x
HL1, League-x
HL0, no hazards; Thorongil-x

Wking, -sl,haven
HL2, Yellow-x
HL1, Pallando-x
HL0, no hazards; Thorongil-x

SITE

END

An Unexpected Outpost	Hounds of Sauron
An Unexpected Outpost	Plague of Wights
Chill Douser	The Moon is Dead

Wking hand: Gold Chains in the Wind The Ring Leaves its Mark yellow has a gold ring in hand.

TURN01, vs. Pallando

MOVE

Manari, -,haven

HL5, Necro plays An Unexpected Outpost with DON shuffles [Never Seen Him x2]

HL4, Necro plays Thrice Outnumbered

HL3, Necro plays Aware of Their Ways

[[[FATE]]]Opponent reveals four cards the top of opponent's deck. Then the opponent selects a non-unique card. Either that card is discarded or the other three cards. Cards not discarded are placed on top of playdeck in order of resource player.

~~Drughu, Marvels Told, Gates of Morning, Tidings of Doubt and Danger~~

HL1, Wking plays The Moon is Dead

TURN01, vs. Yellow

MOVE

Advisor, -,haven

HL2, Wking plays An Unexpected Outpost shuffles [The Moon is Dead, Faces of the Dead]

HL1, Wking plays An Unexpected Outpost shuffles [Faces of the Dead x2]

Narin, -w-w-j,fh

HL4, Wking plays Plague of Wights.

HL3, Wking plays The Moon is Dead

HL2, Wking keys Stirring Bones to WW, undead.2s9p

HL1, Wking plays Ice Touch, 2s9p + DoN+MiD+PoW+IT = 5s12p

Children of Aule played. Extra strike to Pathfinder. Attack-Lord taps for +1.p; 5% no wound.

Narin, 5p+1.al+9sroll=15

Dwarf-miner, 3p+1.al+4sroll=8, success; 11.broll=**dead**

Attack-Lord, 5p-1t+1.al+6sroll=11, success 8.broll=wound

Pathfinder, 2p+1.al+8sroll=11, success, 7.broll=wound

TURN02-2.5

{elves at Rivendell, Mount Gram}

@ Litash, U

U	Lieutenant of Angmar	9	5	8	9	olog-hai	W	Sc					0
U	Orc Brawler	1	0	3	8	orc	W						1
U	Forest-Troll	4	0	4	8	troll	W		R				1

@ Carn Dum, U

U	Orc Shaman	4	0	3	7	uruk	W			Sa	6	Alone and Unadvised	Troth-ring
U	Orc sniffer	2	0	2	8	orc	W	Sc			1		

@ Minas Morgul,U

T	Witch-king	x	3	9	12	RW	W			Sa	D	x	The Morgul-Lord
---	------------	---	---	---	----	----	---	--	--	----	---	---	-----------------

Chill Douser		The Ring Leaves its Mark		
Gold Chains in the Wind		Weigh All Things to a Nicety		
Hounds of Sauron		0		
The Least of Gold Rings		0		
0		0		
Turn: 2	Hand: 8	MP: 5	SP: 1	PD: 81
Pallando	Imrahil	Yellow	League	ELROND

More Alert Than Most

Children of Aule, Star of High Hope

, Master of the House, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter,

Merkampa at Home

, Thrice Outnumbered, The Moon is Dead, Doors of Night, Scorba at Home, Mordor in Ruins

, Plague of Wights

UNTAP {tough division to face with desire to move south to play RW item.}

ORG

Wking taps to dump 5 resources to discard pile:

[Use Your Legs, Sharpen Up, Vasamacil, Sea-helm of Ciryatan, Gold Reward].

Shaman taps to remove hazard, 8hroll.

Shaman+ stays.

Rogrog moves to Bozisha-Dar.

Rogrog moves to Leiri; Evermist is there.

[illegible]

MOVE

Shaman, -,haven

HL2, Pallando uses OG When I Know Anything.

HL1, Imrahil-x

Wking, -sl-w-w-t-tt-sl,haven

HL2, Pallando plays Cruel Claw Perceived on avatar.

HL1, Pallando keys Sand Devil to Desert.

Sand-devil in hand: 2s10p, DON+PoW+MiD=5s12p; 58% to tie.

Gold Chains in the Wind played. Hounds of Sauron played for attack to be 1s12p.

GoldChains, 5p+8sroll=13, killed creature.

The Moon is Dead discarded.

Avatar card untaps.

Weigh All Things to a Nicety shuffles Hounds of Sauron.

Rogrog, -sl-w-w,bh

HL3, Pallando plays Foolish Words on Rogrog.

HL1, Imrahil-x; with HL to zero due to passing; give HL1 to Thorongil.

HL1, Thorongil plays Incite Defenders on site.

SITE

Bozisha-Dar; The Morgul-lord is discarded to grab Sea-helm of Ciryatan;

Avatar taps to play item.

Leiri. (1)Men---each character faces 1 strike with 6 prowess (det against covert companies)

Rogrog, 8p-3x+7sroll=12

Brawler, 3p+9sroll=12

Forest, 4p+6sroll=10

Incite Defenders, copy.

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

Brawler, 3p-1t+4sroll=6

Forest, 4p-1t+9sroll=12

Rogrog taps to play The Least of Gold Rings

END Durlach.Dwarf

WKing hand now. Pallando is in big trouble.

A Nice Place to Hide	Iron Home
An Unexpected Outpost	orc-liquor
Chill Douser	Twilight
Faces of the Dead	Wisp of Pale

Turn 02, vs. Imrahil

MOVE

Urezir, bl-fd-cs-w,bh

HL3, Ardagor-x

HL2, Wking plays An Unexpected Outpost shuffles In Darkness Bind Them, Reaching Shadow

Lothíriel taps to play Marvels Told, Thrice Outnumbered, Elite supports.

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

Prince, -,h.pL

HL3, Ardagor-x

HL2, Wking-x

HL1, Dwarf moves agent SSFellow from Umbar to Gobel Mírlond

Turn 02, vs. Pallando

MOVE

Pallando, -w-cs-cs-cs-cs-bl,haven

HL2, Wking plays All Dead All Rotten

Manari, -bl,bh

HL4, Wking plays Plague of Wights

HL2, Ardagor-x

HL1, Necro keys Ruffians to BL. Men.4s7p

Emissary plays Flatter a Foe using Persuasive Words

+1.di+2.mod(Diplomat)+3/12iroll=15,pass. Attack cancelled. HL now at -2.

Lure of Power, On-Ikana supports, -4.haz+1.sup+11croll=8.

TURN03-3.5

{Elrond at Rivendell}

@ Leiri,T

T	Lieutenant of Angmar	9	5	8	9	olog-hai	W	Sc				4	Foolish Words	The Least of Gold Rin
T	Orc Brawler	1	0	3	8	orc	W					1		
T	Forest-Troll	4	0	4	8	troll	W		R			1		

@ Carn Dum,U

T	Orc Shaman	4	0	3	7	uruk	W		Sa			2		Troth-ring
U	Orc sniffer	2	0	2	8	orc	W	Sc				1		

@ Bozisha-Dar,T

T	Witch-king	x	3	9	12	RW	W		Sa	D	x	Sea-helm of Ciryatan	Cruel Claw Perceived
A Nice Place to Hide		Iron Home						0					
Chill Douser		orc-liquor						Fake					
Faces of the Dead		Twilight						Sun					
Heralded Lord		Weigh All Things to a Nicety						Chyans					
0		0						0					
0		0						Test of Form					
Turn: 3	Hand: 8	MP: 7	PD: 72	SP: 1	There Is Always Vengea								
League	Pallando	Imrahil	Yellow	ELROND	War-wolves								
					0								

More Alert Than Most

Skies of Fire

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage

, Thrice Outnumbered, All Dead All Rotten, Mordor in Ruins

, Great Need Or Purpose

UNTAP

Rogrog makes cc, -4.ring+1.Forest-Troll supports+8croll=5.

ORG

Take no risk with gold ring item.

Iron Home played on Rogrog's company.

Wking taps to shuffle [Feagwath].

WATTAN shuffles The Morgul-Lord.

Shaman+ stays.

Rogrog+ move to Carn Dum.

Wking moves to Minas Morgul.

LONG

MOVE

Shaman, -,haven

HL2, League plays The Back Door

Rogrog, -w-w-sl,haven

HL3, League plays Fake on gold ring item, apply -2. 11.troll-2=9,fail. No ring to play!

HL1, Pallando-x

Wking, sl-t-tt-t-w-w-sl,haven

HL2, League-x

HL1, Pallando plays Power Relinquished to Artifice on Witch-king.

SITE

END Smaug.Ardagor

Turn 03, vs. Pallando

MOVE

Manari,-bl,haven

HL4, Dwarf-x

HL3, Wking-x

HL2, Ardagor-x

HL1, Necro-x

HL1, Smg

Turn 03, vs. League

MOVE

Telmir, -,haven

Sun is played.

HL2, Wking uses Twilight on Sun.

HL1, Necro-x

HL1, Smg-x

Vishtaspa, -w-fd-cs-bl,fh {avoid WW with NEcro as 2nd hazard player}

HL2, Wking -x

HL1, Necro-x

HL1, Smg plays Lost in Free-domains.

Smoke Rings shuffles Enduring Tales.

Ashmaar, -cs-fd,ruins

HL2, Wking -x

HL1, Necro-x

HL1, Smg plays Lost at Sea

Telmir taps to play Marvels Told to target The Enemy is Watching

+3croll-2.res=1

TURN04-1.5

{Elrond has elves at Goblin-gate}

@ Carn Dûm, U

U	Lieutenant of Angmar	9	5	8	9	olog-hai	W	Sc				0	Foolish Words	
U	Orc Brawler	1	0	3	8	orc	W					1		
T	Forest-Troll	4	0	4	8	troll	W		R			1		
U	Orc Shaman	4	0	3	7	uruk	W			Sa		2		Troth-ring
U	Orc sniffer	2	0	2	8	orc	W	Sc				1		

@ Minas Morgul, U

T	Witch-king	x	2	8	12	RW	W			Sa	D	x	Sea-helm of Ciryatan	
													Cruel Claw Perceived	
													Power Relinquished to Artifice	

A Nice Place to Hide		Heed Not the Defence			Amulet of Elenna
Chill Douser		Heralded Lord			Concealment
Chill Douser		orc-liquor			Concealment
Faces of the Dead		Orders from Lugbúrz			Memories Recalled
0		0			Nenseldë the Wingild
0		0			Nîlûphel
Turn: 4	Hand: 8	MP: 5	PD: 66	SP: 0	Whole Villages Roused
Imrahil	Pallando	League	Yellow	ELROND	0
					0

More Alert Than Most

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage, Press-gang

, All Dead All Rotten, Doors of Night, Mordor in Ruins

, War-wolves, The Back Door

UNTAP

ORG

Orders from Lugbûrz placed on Rogrog's company.

Witch-king taps to shuffle from SB: [Morgul Apprentice]

Witch-king moves to Dol Guldur.

Shaman stays.

Rogrog+ moves to Jääklät for minor item.

Doors of Night places site in West Bay of Forochel. Be wary for Double CS creatures.

MOVE

Shaman, -,haven. Carn Dum

HL2, Imrahil-x

HL1, Pallando-x

HL1, Thg-x

Rogrog, -sl-w-cs-cs, bh. Jaaklat.

HL4, Imrahil plays Failed Leadership on Rogrog.

HL3, Imrahil plays Twilight to target Doors of Night.Dwarf.

HL1, Pallando-x

Wking, -sl-dd-dd-sl-dd,haven. Dol Guldur

The Morgul-Lord played on Witch-king.

HL2, Imrahil-x

HL1, Pallando-x

HL1, Thg-x

SITE

Smoke on the Wind in hand; No site phase; visit Tuckburrow in two turns.

END Smaug.Necro

TURN04 vs Imrahil

MOVE

Lothíriel, -,haven Dol Amroth

HL2, Wking-x

HL1, Ardagor plays Redoubled Force

Prince, -fd-fd,fh Pelargir

HL2, Wking-x

HL1, Ardagor plays Politics on Elite Wose Hunter.

Lothiriel taps to play Marvels Told to remove Politics, -2.res+7croll=5.

Urezir, -w-cs-fd, haven Dol Amroth

HL2, Wking-x

HL1, Ardagor-x

HL1, Smeagol plays Courtesy Lessened of Late on-guard.

TURN04 vs Pallando

MOVE

Pallando, -,haven Hau Nysrin

HL3, Ardagor uses OG White wolves

HL2, Wking-x

HL1, Necro-x

TURN05-4.6

{Elrond at Rivendell, Goblin-gate}

@ Dol Guldur, U

T	<i>Witch-king</i>	x	2	8	12	RW	W			Sa	D	x	Sea-helm of Ciryatan
													Cruel Claw Perceived
													Power Relinquished to Artifice
													The Morgul-Lord

@ Jääklät, U

U	Lieutenant of Angmar	9	5	8	9	olog-hai	W	Sc				0	Foolish Words	Failed Lea
U	<i>Orc Brawler</i>	1	0	3	8	orc	W					0		
U	<i>Forest-Troll</i>	4	0	4	8	troll	W		R			0		
U	<i>Orc sniffer</i>	2	0	2	8	orc	W	Sc				1		
													Orders from Lugbúrz	

@ Carn Dum, U

U	Orc Shaman		4	0	3	7	orc	W		Sa	2	Troth-ring	
A Nice Place to Hide			Heed Not the Defence						beautiful gold ring				
Chill Douser			Heralded Lord						Burglary				
Faces of the Dead			orc-liquor					Clans of the Pel					
Faces of the Dead			Smoke on the Wind						Fast Asleep				
0			0						0				
0			0						Persuasive Words				
Turn: 5		Hand: 8	MP: 5		PD: 61		SP: 3		0				
Valdacli	Lesser	Guild	Vald2		ELROND		Sons of Kings						
							Frightful Guardian						

Sun

Tokens to Show

, Wardens of the Woodland Realm

, All Dead All Rotten, Doors of Night, Redoubled Force, Mordor in Ruins

UNTAP

ORG

Wking taps to shuffle from PD: [Call to Arms.] He is a Warlord.

Wking moves to Carn Dum.

Shaman stays.

Rogrog+ stays

MOVE

Wking, -dd-bl-dd-sl, haven. Carn Dum.

HL2, Valdacli-x

HL1, Lesser-x

Shaman, -, haven. Carn Dum.

HL2, Valdacli-x

HL1, Lesser-x

Rogrog, -, bh. Jääklät

HL4, Valdacli keys Sons of Kings to bh. Dunedain.3s10p

Sniffler taps to play A Nice to Hide to cancel.

HL3, Valdacli plays Frightful Guardian on site.

HL1, Lesser-x

SITE

Jääklät . (1)Men---each character faces 1 s with 7 p (detainment against covert companies)

Heed Not the Defence played, 4w-3x+4roll=5, fail.

Rogrog, 8p-3x+5sroll=10

Brawler, 3p+6sroll=9

Forest, 4p+4sroll=8

Rogrog taps to play orc-Liquor, taps site.

Frightful Guardian. Men.1s8p

Rogrog, 8p-1t+7sroll=14

Brawler, 3p-1t+4sroll=6, success. 6broll=wounded

Forest, 4p-1t+8sroll=11

Sniffler, 2p-1t+7sroll=8

END Smeagol.Dwarf(next turn)

TURN05 vs Lesser

MOVE

Terilaen, -,haven. Gaven

HL2, Necro uses OG Angmarim Tribesmen

HL1, Wking-x

HL1, Smg-x

TURN05 vs Valdacli

MOVE

Seregul, -fd-j-w-w,bh. Barad Angwi

HL3, Wking plays agent Elerina face-down.

HL2, Wking plays Inner Cunning on agent Elerina.

HL1, Wking plays Like Shreds of Cloud

Lomkuran, -fd-j,RL. Watch at Unulló, Eshapar will tap to reveal hidden site

Malezar has 3 minions here; they tapped the site.

{tough choice for Wking; play Chill Douser as creature or use Faces of the Dead?

4 prowess and -1 prowess against 9 prowess strikes; 12% to tie both. 5% defeat

No use of RBAH since Durin's Folk is not in discard pile}

HL2, Wking keys Chill Douser to RL. Undead.4s9p

Lomkuran, 4p+5sroll=9

Eshapar, 2p-1t-2e+9sroll=8,success. 5broll=wounded

All Dead All Rotten CC.

Lomkuran, -2.item+8crollx=6.

Eshapar, croll=auto.

TURN06-2.6

{Elrond at Goblin-gate, Rivendell}

@ Carn Dum, U

U	<i>Orc Shaman</i>	3	0	3	7	orc	W		Sa	2		Troth-ring
T	<i>Witch-king</i>	x	8	6	12	RW	W		Sa	D	x	Sea-helm of Ciryatan
												Cruel Claw Perceived
												Power Relinquished to Artifice
												The Morgul-Lord

@ Jäaklät, T

T	Lieutenant of Angmar	9	5	8	9	olog-hai	W	Sc		1	Foolish Words	Failed Lea	orc-liquor
W	<i>Orc Brawler</i>	1	0	3	8	orc	W			0			
T	<i>Forest-Troll</i>	4	0	4	8	troll	W	R		0			
T	<i>Orc sniffer</i>	2	0	2	8	orc	W	Sc		1			
											Orders from Lugalbúrz		

Above the Abyss		Faces of the Dead			Beautiful Gold Ring	
By the Ringwraith's Work		Heralded Lord			Drowning Seas	
Dark Designs of Mordor		Returned Beyond All Hope			Erdûr	
Faces of the Dead		Voices of Malice			Keeping the Good Faith	
0		0			Lesser Minds Daunted	
0		0			Risky Blow	
Turn: 6	Hand: 8	MP: 5	PD: 52	SP: 3	Risky Blow	
Lesser	Vald2	Valdacli	Guild	ELROND	Squint-Eyed Brute	
					0	

Tokens to Show

, Wardens of the Woodland Realm

, All Dead All Rotten, Doors of Night, Redoubled Force, Like Shreds of Cloud,
Corlagon At Home, Mordor Rebuilt

UNTAP

Elernia in play, FD, Inner Cunning.

ORG

Heralded Lord played on Witch-king. Hillmen in deck. Now, 8.di, 6.prowess

Shaman taps to play Voices of Malice, Failed Leadership, -2.ring-2.res+2.rw+5croll=7

Rogrog+ move to Carn Dum.

Wking+ stay.

MOVE

Wking, -,haven. Carn Dum.

HL2, Lesser uses OG Squint-Eyed Brute

HL1, Vald2-x

HL1, Thg plays Fealty Under Trial on Shaman; Troth-ring stored. $8\text{hroll}+2\text{cp}=10$,fail

Rogrog, -cs-cs-w-sl,haven. Carn Dum; in WBF with DON

HL4, Lesser keys Lawless Men to W. men.2s9p

Rogrog, $8\text{p}+8\text{sroll}=16$

Forest, $4\text{p}+5\text{sroll}=\text{ineff}$

HL3, Lesser plays Drowning Seas; DON company return to site of origin.

Vald2 had Huorn in hand.

WATTAN shuffles A Nice Place to Hide

SITE

Wking taps to play a stored Troth-ring.

Creating Their Domain played on Witch-king.

END throkmau.necro

TURN06 vs Lesser

MOVE

Terilaen, -,haven. Gaven

HL2, Wking plays LE, Dark Designs of Mordor

Wking has Elerína FD with Inner Cunning

HL1, Wking uses OG Orc tracker

Erdur, -sl-j-j-bh, Sarûl

HL4, Wking plays Faces of the Dead using Stirring Bones, targets Advisor

3m+7hroll=10, sent to site of origin

HL3, Wking keys Durin's Folk to W, dwarves.5s8p, hero=5s6p,detainment

Court is at Taurang in Usakan. Erdur plays Lesser Minds Daunted

8.di+10iroll-9.base=9

@ Taurang, Usakan. Adjacent to Tanturak.

T	Taurclax	5	2	4	7	Sinda		Sc	R			2	Ardan Card Deck	Saw-Tooth
T	Sarkarxë	2	0	4	9	Silvan			R			2	Bone-hilted Broadsword	So You've

Attack is detainment keyed to shadow-hold.

HL1, Ardagor plays War-wolves as long-event.

{ deck change: Ardagor replaces Pit Trap for Fell Winter { still in playdeck }

Terilaen taps to play Marvels Told, Terror From the Deep, Handmaid supports,

-2.res+1.sup+croll=auto

TURN06 vs Vald2

MOVE

Hembur, -,fh. Lond Anarion

HL2, Ardagor uses OG White wolves { now has x3 Wolf-riders in hand }

HL1, Wking plays New Moon, DON, to change free-hold to border-hold

TURN07-3.6

{Elrond at Goblin-gate, Rivedell}

@ Carn Dum, U

[illegible]

@ Jääklät, T

[illegible]

Above the Abyss		Faces of the Dead			Abductor
By the Ringwraith's Word		Morgul Apprentice			Elven Fortress
Faces of the Dead		Old Cache			Fruitless Victory
Stirring Bones		0			Giant
0		0			Healing Song
0		0			Many Turns and Doublings
Turn: 7	Hand: 8	MP: 5	PD: 42	SP: 3	New Closeness to Kin
Guild	Lesser	Vald2	Valdacli	ELROND	Ringlin's Axe
					0

Safe From the Shadow

Tokens to Show

, Wardens of the Woodland Realm, Lure of Power

, All Dead All Rotten, Doors of Night, Redoubled Force, Like Shreds of Cloud, Leaving Middle-earth, Terror From the Deep, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt

, Webs of Fear & Treachery, Arda Angered

, Dark Designs of Mordor, War-wolves

UNTAP

ORG

Wking taps to shuffle from SB: [The Witch-king Unleashed]

Rogrog taps to remove hazard, 8hroll-7.base=1,success.

Rogrog+ move to Carn Dum.

Wking+ stay.

LONG Guild, Arda Angered discarded

MOVE

Wking, -,haven. Carn Dum

HL2, Guild uses OG New Closeness to Kin

HL1, Lesser-x

Rogrog, -cs-cs-w-sl,haven. Carn Dum; site in WBF with DON

HL4, Guild-x

HL3, Lesser-x

HL2, Vald2 keys Huorn to W, plant.1s10p

Forest Troll, $4p+1.\text{card}+11\text{scroll}=17$, defeat. trophy

HL2, Vald2 keys Huorn to W, plant.1s10p; Snuffler supports

Above the Abyss untaps Rogrog; should this be allowed against Guild? Yes, vs Elrond.

Rogrog, $8p+1.\text{sup}+5\text{scroll}=14$, defeat trophy

END Smaug.Necro