

CIRDAN-AutoAttack

50avatar

C	9	Grey Havens	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 27 R. cards in sideboard 40 cards in H. deck, 13 H. cards in sideboard 14 characters in deck 10 starting cards 18 creatures DC: 23res+22haz+15char=60 143 Total Cards
I	13	Lindon	
F	1	vs. Dark Dwarf	
A	1	Belegaer	
M	5	Safe Sites	
K	3	Items	

Deck Outline

Overview
Resources
Hazards & Sites
Characters & Companies
Summary
Cirdan, Shipwright
White Council
Faction War
History

Overview

For centuries, Círdan the Shipwright has peacefully built ships for departing kin on the shores of Lindon. Yet, he remembers the wars of the First Age. His elves have sailed the Belegaer for remote lands in the south and gathered knowledge of the peoples and denizens habiting those lands. Danger has arisen in Eriador that threatens the Grey Havens. This is thought to be a preemptive strike by the Enemy, an evil based in Mirkwood. Círdan's emissaries to the White Council has been told of wolves and men gatherings in the Misty and White Mountains. These same wolves have been killed in the Blue Mountains. Were they scouts of a vanguard? Círdan must protect his coastal haven. He will do this by finding two palantir and by equipping a small force to assassinate the leaders. A battle cannot be won by the sea elves when enemy armies are attacking. Victory lies in preventing an assault by eliminating the commanders. With this threat removed, the ships to bear the last of elves can be built.

The sites the heroes will go to are quiet and lonely places, filled with spirits and beasts. You will play items and gather information at Ruins. A faction of elves will provide safe means to travel by sea. Vast lore of the sea will protect and guide your elves. The Stars will bring hope and strength to the warriors fighting in the now desolate Eriador. Be brave. The Grey Havens cannot fall like the sea ports of Beleriand of the First War with Morgoth. Edhellond is too under a hidden threat. You must be a last refuge. A ship awaits you after your struggles are through.

RESOURCES (40/27)

3	3	1	Dagnirdraug	
3	3	1	Aranruth	
3		1	Belthrondring	
2	2	1	Gaerennon	
3		1	Tinmirthalion	
2	1	1	Elenya	
		1	Precious gold ring	
	**	1	Elf-stone	
	*		Horn of Anor	
1	1	1	Elves of Edhellond	
2	2	1	Elves of Lindon	
1	1	1	Blue Mountain Dwarves	
2	2	1	Petty-Dwarves	
1	2	1	Dunlendings	
1	2	1	Hillmen	
1	1	1	Lindion the Oronín	
1	1	1	Valglin	s1
2	1	1	Dreams of Lore	
2	1	1	Dreams of Lore	
		3	minion elves	
				10/11

3			Stealth	Sc
3			Vanish in Sunlight!	Senv
2			Marvels Told	Sa,rit
	1		Look More Closely Later	Sa,rit
3			The Evenstar	Senv
	1		Power Against the Shadow	
3			Eagle-mounts	
3			Secret Passage	
2			Tempering Friendship	faction
2			Belegaer	
2			Great Ship	
2			Dreams of Beleriand	pe
3			Swanships of Lindon	pe
	1		Looking From Mind to Mind	pe
1			Life More Enduring	pe
1			Withdrawn to Mordor	agent
	1		Cause of the Free Peoples	
	1		Ulmos Watch	
3			Smoke Rings	
3			Long bottom Leaf	
	1		The Doom of Choice	muster
	1		Axes of the Dwarves	
	1		Clad for War	s2+
	*		Trusted Counsellor	s1
	*		Kinsman and Ambassador	s2
	1		The Sea's Prowess	s2*
	1		Keeper of the Passage	s1
x	x		Grey Havens	s1
				30/16

HAZARDS (40/13)**19/0**

3	Ninevet	animal	x	2	1	13	5	CS	swamp
3	Marsh-drake	drake		1	2	11	x	SL, CS	
3	Sea Serpent	drake		2	2	14	6	CS	
3	Chill Dousters	undead		1	3	8	x	sl, sh	
3	Stirring Bones	undead		1	2	9	x	rl, sh -WW,SL,DD	
1	Uldor the Accursed	undead		3	1	15	9	EBF, WBF, ES, G, L, M, N	
3	Falathrim	elf		2*	5	10	7	CS*, cancel	
%	Lord of the Haven	elf*							
1	Elf lord Revealed in Wrath	elf		3*	1	15	9	WW	

21/13

2	Twilight	S-env							
3	Hard to Tame	P.corruption.dwarf							ex222
1	Grasping and Ungracious	P.corruption							
3	Lure of Expedience	P.corruption							
1	Something Else at Work	P.check-ring							
2	Awaken Defenders	L-auto.Free/Border x2 strikes, d>normal							ex11
2\$	Arouse Defenders	S-auto.Free/Border +2P							2out
1	Tauremornalome								
1	Pit Trap								
3	Tidings of Bold Spies	S-auto.Copies AA and is faced during MOVE							
1	Call of the Deeps								3out
1	Terror From the Deeps								
1	Crossing the Borders								
3	Panic	S.attack							
3	Pale Dream-maker	P.attack-dead							ex22
2	Courtesy Lessen of Late								
3	An Unexpected Outpost	S-recycle							ex111
1	Fruitless Victory								

SITES

	Grey Havens			Elves of Lindon
Af	Edhellond	Info		Elves of Edhellond
Nu	Blue Mountain			Dwarves
Rh	Rivendell	Info		
Sh	Tuckborough	m		*
Rh	Cameth Brin			Hillmen
Du	Dunlending Clan-hold			Dunlendings
MM	Amon Lind	m (ring)	elf.2d8	Valglin
ES	Himring	m, M	undead.2w8	Gaerennon
EC	Isle of the Dead that Live	m, M, ring	undead	x
AC	Isle of the Ulond	Info, m, M	dragon.1s14	x
BB	Coastal Tower	Info, m, ring	men.3w7	Dreams of Lore (Dreams)
MA	Tolfalas	m, M	undead.3w7	x
MA	Benish Armon	Info, m, M	men, demon	*
BF	Pelican Islands	Info	animal.3s7	Dreams of Lore (Dreams)
SS	Tol Fuin	m, M, G	demon.xw9	Belthrondring, Tinmirthalion
Go	Archond	Info, m	wolf	*
Nu	Andoloki	m, M, ring	drake	*
Fo	Lossadan Cairn	m, M	undead	*
Ar	Dead Man's Dike	m, M	undead.3w9	*
Ar	The White Towers	m	wolf.2w6	*
Ar	Weathertop	Info	wolf.3w6	*
OF	Willy Dingle	Info, m (H)	plant	*
Ca	Bar-en-Ibun	m, ring	dwarf	*
Ca	Barrow-downs	m, M	undead.1w8	elf-stone
Ca	Tharbad	m	men.3w6	*
Ca	Lond Daer	m, M, G, ring	undead.3w8	LK-Aranruth
Ca	Worthy Hills	Info	men	Petty Dwarves
En	Ruined Signal Tower	m, M	spider	*
En	Isildur's Tomb	m	animal.1w11	elf-stone
Ho	Ost-in-Edhil	ring	wolf.3w5	LK-Dagnirdraug
Ho	Telpëmar	Info, m, ring	men.2w7, tp.1w10	LK-Elenya
OG	Stone-circle	Info	pukel	Lindion
Ha	Cairn of the Colruh H	heal, Info, m	men.2d6, maia.1w12	Dreams of Lore
Hm	Vamag-h	m, M, G, ring	undead.3w9	gold ring
Li	Mount Rerir	m, M, G	undead	*

CHARACTERS-10		8-3-5-10-4	Sd=9, Na.1, Sv6		
4	Círdan	9/5/6/9+	W/Sa/D	Sd	Grey Havens +3DI.Elf Leader
3	Bladeorthin	8/2/7/7	W/Sc/R	Sd	Th, Edhellond +1DI.Elfes; +1P.o+†
1	Andovan	3/0/4/7+	Sc/R	Sd	Grey Havens
1	Woodelf	3/0/3/8*	W/R	sv	Rhubar, elf-hold in Wilderland
1	Mallorn	3/0/2/9*	W/Sc	na	Lórien, elf-hold in Wilderland
2	Tharudan	5/1/4/7+	W/Sa	Sd	Edhellond +1DI.Elf
1	Shipwright	3/0/3/7*	W/Sa	sd	Grey Havens, any elf-hold port
1	Shipwright	3/0/3/7+	W/Sa	sd	Grey Havens, any elf-hold port
1	Shipwright	3/0/3/7	W/Sa	sd	Grey Havens, any elf-hold port
2	Círdor	6/2/5/7*+	W/D	Sd	Grey Havens, Edhellond +1DI.Elf
1	Annelena	3/0/3/8+	Sc/Sa	Sv	Edhellond
1	Arinmîr	4/2/2/7+	Sa/D	Sv	Edhellond
2	Galdor	5/2/2/9*+	R/D	Sd	Grey Havens +1DI.Elf
	Handmaid	2/0/1/7+	Sa	sv	
	Handmaid	2/0/1/7	Sa	sv	
	Handmaid	2/0/1/7	Sa	sv	
<i>starting company</i> : at Grey Havens					
2	Galdor	5/2/3/9	R/D		Elf-stone, Kinsman
2	Círdor	6/2/5/7	W/D		Elf-stone, Trusted
1	Woodelf	3/0/3/8	W/R		
1	Shipwright	3/1/4/7	W/Sa		horn of anor
1	Mallorn	3/0/2/9	W/Sc		
<hr/>					
GI-10/18		Hand-8		Mind-33	
	Círdan	9/8/6/9	W/Sa/D	Sd9	1 Prowess
	Arinmîr	4/2/2/7	Sa/D	Sv4	0
	+Handmaid	3/0/1/6	Sa	sv2	2 elenya
<u>Gatherers</u>					
	Galdor	5/9/2/9	R/D	Sd5	3 stone, stone, stone
	Annelena	3/0/3/8	Sc/Sa	Sv3	0
<u>Form-Riders</u>					
	Círdor	3/8/8/9	W/D	Sd6	4 aranruth, gaerennon, Trusted
	Shipwright	3/0/6/7	W/Sa	sd3	2 belthrondring
	Woodelf	3/0/5/8	W/R	sv3	2 dagnirdraug
	Tharudan-L	2/3/6/9	W/Sa	Sd5	2 tinmirthalion, Kinsman
	Andovan	3/0/4/7	Sc/R	Sd3	0

OBJECTIVE

Círdan the Shipwright will provide important items to the White Council and to nullify the risk brought on by a dark dwarf and his minions. The Grey Havens is a safe place to launch campaigns to find magic rings of old and the seeing stones of the Faithful. Safe sea travel and influence are the foci for Círdan. Gates of Morning provides additional assistance. Some of your items will be used by the Fellowship; guard them till the Council.

The undead cannot stand against the elves. Use this power to visit undead sites and to kill those creatures. Your resource deck will handle undead, sea movement, Ruins and influencing. There is not much help in fighting minions or factions. Such work will be left to Lord Balin and Elrond Half-elven. Each skill except for Warrior has a resource for it in the deck. Three rituals and environments are also included.

Your hazards are a mix of wilderness-oriented creatures and free-hold and border-hold automatic attacks. Wilderness and Ruins will be dangerous for your opponents who avoid your enhanced site attacks. The enhancing of free and border site attacks will keep hero companies safe in Eriador. The plan is to make traveling in Eriador very costly for the Dark Dwarf.

Top 5 Major Goals

1. Gold Ring stored at Grey Havens
2. Play Aranuth
3. Build company to influence elves away using ally for travel
4. Main Hazard Opponent too weak to CvCC One Ring Bearer's company in last 4 turns

CIRDAN AND GREY HAVENS

Círdan is a tough W/Sa/D who can hold an extra card at Grey Havens. He has 8 DI vs. elves and is a leader. A six prowess and 9 body will ensure his survivability moving on the seas. He will have two other companies on missions, so he will often stay home. Yet can attack a vulnerable minion company in Eriador. Do not load Círdan with corruption. He can tap to cancel an attack keyed to Coastal Sea by name or type. A +2 DI against Elves of Lindon will help him make that influence attempt with a follower. He brings 18 GI.

The Sea's Prowess will be played on the avatar that allows fetching of some resources and one hazard. This stage resource has 1 CP. You might discard this stage event late in the game when moving by sea is no longer anticipated.

At the start of the Warlord phase play Aranuth on him and fetch The Evenstar with the unique lesser ring. Gates with Evenstar has Cirdan with 11 prowess and -2 to target's body. Engage in two CvCC along the coasts against the dark dwarves. If Star of High Hope is in play, then it is lights-off for a dark-dwarf. Possessing Elenya is an alternative, but be weary of the corruption check.

~~Cirdan is likely the character to play Fireworks at The White Towers to untap that site~~

CHARACTERS

You have only elves. The most common race of these elves is Sinda. Nine Sinda, a single Nando, and six Silvan are included. Some non-unique elves are included. Skills Scout and Ranger are only duplicated thrice in your elves. All have home sites near the sea except Wood-elf. This player as the least unique characters of the hero players at a count of eight, but five have a mind five or higher. All the skills except Warrior have events for them, but some items can be

better with Warriors.

Círdor is the son of Cirdan and a shipwright all his own. He is the highest mind non-avatar character for this player. He is a Warrior and Diplomat battling sea monsters and keeping peace with all the migrants from the East. A 2DI and +1 DI against elves will help with influencing elf factions or having a 3-mind follower. A 5 prowess is nice against creatures with a 12 prowess or weaker. But a low 7 body must be enhanced or he will be soon in the Halls of Mandos. He does have +2 prowess against Earcaraxe, Gondring, and creatures normally keyable to Coastal Seas or keyed to a Coastal Sea region or site therein (by type or name). A home site of Edhellond allows him to be played there later in the first deck. Cirdor will lead a core company. His affinity to the water is illustrated by having to tap at the end of his movement phase if not at a port or site with a Coastal Sea in its site path.

Galdor is the messenger for Cirdan the Shipwright traveling to elf-holds. This is seen by his Ranger and Diplomat skills. His 2 DI and +1 DI against elves allows him to control a 3-mind elf. A 2 prowess though is weak when moving, but a high 9 body is insurance. Galdor will start the game and carry Kinsman and Ambassador. He will be an elf to move through the riskiest movement of multiple Wilderness. A high body is nice, but Elenya will lower it. Therefore, be careful on the whereabouts of the Dark Dwarves looking for combat.

Tharudan is another elf in the inner circle of Cirdan the Shipwright. This Sinda has a home site of Edhellond allowing to be played. He has 5-mind as does Galdor, but a 4 prowess and low 7 body. He though has offsetting skills of Warrior-Sage. Give Tharudan body support and may be a weapon for combat to make him a worthy bodyguard. There are other Sages to be tapped for events. A +1 DI against Elves is fine, but too low to control a 3-mind elf. But a +2 DI against the Elves of Edhellond faction gives him +4 DI to an attempt while the standard modifications give another +4. Moon helps him play Information by or on him at his current non-Haven site in a Coastal Sea region. Moon is not in the deck.

Bladeorthin is a relative of Thranduil. He will start for Thranduil of Mirkwood. His use in that realm is expected to end early in the second deck. A seven prowess is mighty, but a 7 body is disconcerting. As a Warrior-Scout-Ranger he will support those weaker elves during movement. Only 3 DI against elves does he have to control characters. But he has +1 prowess against orcs and undead. Use this elf only if Cirdor has been eliminated. Then give Trusted Counsellor to Galdor who will have Bladeorthin as a follower. Bladeorthin will be given Ash Shield and Dagnirdraug for 9/8 stats. Tharudan will wear Gaerennon to have 3 DI against elves.

Arinmîr is the only 4-mind elf in the deck. She is a Silvan from Edhellond. Her movement to Grey Havens will be dangerous with her two prowess and 7 body. She has +2 DI against the Variags faction, which is a complete mystery. Her 2 DI allows her to control Elven Handmaid if Cirdan moves from Grey Havens. Arinmîr plans to use the master palantir of the North Kingdom. ~~Her Sage skill is likely useless to play events forcing a corruption check, but her Diplomat skill is great for Old Friendship.~~ She will not move from Grey Havens unless it threatens free general influence.

Andovan Pathdal is another loner, but is a Sinda. He has a 3-mind that can be controlled by a few elves. His 4 prowess is normal, but a low 7 body may not see him last many turns. His Scout skill is crucial and Ranger skill is useful. He has the convenient home site Grey Havens. He can use any bow was if a warrior. Discard him if in a company without an avatar outside of Eriador or its adjacent regions. Safe regions include: Forochel, Gundabad, Anduin Vales, Wold & Foothills, Fangorn, Gap of Isen, Old Pukel-Land, Eriadorian Coast, Elven Shores.

Annelena is the only unique 3-mind elf in the deck. She is too a Silvan from Edhellond with average 3 prowess and 8 body. Her Scout and Sage skills make her versatile by either playing Marvels Told or Stealth.

Three copies of Shipwright provide a useful Sage and sea movement bonus. A 3-mind allows him to be a follower to a few other elves. A 3 prowess is nice, but a 7 body will not see this shirtless elf alive long moving in the sea or in Eriador. A home site of any Elf-hold Port will get him into play at Edhellond. He can tap during the Organization phase to allow his company to move an additional Coastal Sea region. A Great Ship discarded from hand during the organization phase gives his company port movement that turn.

Wood-elf is a Ranger He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack. One copy starts the game and needs to stay in play.

Mallorn-Dweller can tap to cancel an attack keyed to Wilderness. He is a Scout to using Hiding at Reconstructed Towers. His 9 body is stout. Discard him for Andovan if it easy for the exchange, else keep Dweller in play.

Three copies of Elven Handmaid is present. She is a useful Sage to play When I Know Anything. But moving will be her in danger and thus killed. That is why three copies exists.

COMPANIES

The starting company has two of your three main elves: Círdor and Galdor. Both will have a stage resource. Two of the three remaining elves are expandable. The reason of having these two mid-mind unique elves is to play the stage resource events to start the game. Elf-stones will start play to get more characters into play. Horn of Anor helps with factions. Nine elves have a 7 body. Split these five into two companies playing resources. Keep Cirdor along the coasts so he does not tap at the end of his movement phase. One Woodelf is needed for a core deck.

The stage event on Galdor will later be discarded to play on Thaurdan.

2 Galdor	5/2/3/9	R/D	horn of anor, Kinsman
2 Círdor	6/2/5/7	W/D	Elf-stone Trusted
1 <i>Woodelf</i>	3/0/3/8	W/R	
1 <i>Shipwright</i>	3/1/4/7	W/Sa	Elf-stone
1 <i>Mallorn</i>	3/0/2/9	W/Sc	

You will try to have three core companies at all times. This trio will use 10 GI. Usually two companies will join at Grey Havens every turn. Each company has a Sage to play Dreams of Beleriand.

Only three elves are dedicated replacements: Elven Handmaid, Mallorn, and Shipwright

Elder Wrights

Círdan will stay at the Grey Havens to keep an extra card in your hand, unless he is needed to play an item. Elven Handmaid will have When I Know Anything to support the palantir bearer. She will also play Marvels Told. Arinmîr will bear the palantir and Magic Ring of Lore to use the

stone. Another Handmaid wears Elenya to grab Echo of All Joy or The Evenstar. Cirdan has then 4 DI available to control another elf to refresh an approaching decimated company. This company has four Sages and two Diplomats.

Círdan	9/8/6/9	W/Sa/D	Sd9	1	Prowess
Arinmîr	4/2/2/7	Sa/D	Sv4	5	palantir, GR.Lore
+Handmaid	2/0/1/7	Sa	sv2	1	Anything
+Handmaid	3/0/1/6	Sa	sv2	2	elenya

Gatherers

Gatherers will discard minion elves. Galdor has three Elf-stones for 9 DI against elves. Galdor can gap to cancel a detainment attack. Annelena is a follower to use Stealth. Use the ally Lindion the Oronin to move great distances. This company will be moving to play a resource, travel to play elves east of the Misty Mountains, and draw cards mainly inland.

Galdor	5/9/2/9	R/D	Sd5	3	stone, stone, stone
Annelena	3/0/3/8	Sc/Sa	Sv3	0	

Form-Riders

Círdor will lead the Foam-Riders with Aranuth and Gaerennon as a Trusted Counselor controlling Shipwright with Belthrondring and Wood-elf with Dagnirdraug. Círdor has four corruption points with 8 prowess and 9 body. This company will travel far on the waves to play resources. Shipwright will have 6 prowess. Wood-elf has 5 prowess and 7 against wolves.

You may defeat an Undead auto-attack just to discard The Moon is Dead. Watch out for the build-up of corruption after spoiling a site. This company will play items in Coastal Seas and attack vulnerable Dark Dwarves near the coast.

Círdor has a prowess boost against creatures keyed to Coastal Seas. But he loves the sea; he taps at the end of the MOVE phase if not at a port or site with a Coastal Sea in its site path. Shipwright can tap during the ORG phase to move an additional Coastal Sea region. are to obtain the minor items.

Círdor	3/8/8/9	W/D	Sd6	4	aranruth, gaerennon, Trusted
Shipwright	3/0/6/7	W/Sa	sd3	2	belthrondring
Woodelf	3/0/5/8	W/R	sv3	2	dagnirdraug

Dead Fall

This duo will play resources at Undead sites or aid another company. These two will likely stay in Eriador due to Andovan's restriction. Send these to an Undead site when Vanish in the Sunlight in hand. 11 resources that need to be played are safe for Andovan.

Tharudan will have the shield Tinmirthalion. Vanish into Sunlight, and Power Against the Shadow used against and Undead strike can effectively reduce the prowess by 5.

Tharudan-L	2/3/6/9	W/Sa	Sd5	2	tinmirthalion, Kinsman
------------	---------	------	-----	---	-------------------------------

ITEMS

Items are two-thirds of these player's MP sources outside of characters. Eleven items are in the deck. Clad for War is present to gain full MPs for non-ring items ~ +8 MPs. Lost Knowledge is needed for some items.

Elf-stone is needed to discard minion elves. One character will have three copies. ~~Shield of Iron-Bound Ash gives +1 body to max 8 and taps for +1 prowess against a strike.~~ There are ten elves with 7 body.

~~Ring of Detection allows a Sage or Elf to reveal a on-guard card. A corruption check is the price to use this 1 corruption point item.~~

Elenya requires the discarding of Lost Knowledge at Telpemar. This unique lesser ring gives +1 mind, +1 DI, and -1 body to the wearer. Also +1 to CP for every hero environment resource in play. This player has four such cards in the deck. Its great use is to tap to fetch The Evenstar from the discard pile, but the wearer must make a CC. This will require tapping to be performed during the organization phase at Grey Havens for another elf to support.

Precious Gold Ring is a gold ring item for 1 MP and 1 CP. It is in the deck only to allow Gandalf to influence it away from this player if the wizard needs to quickly play the One Ring. Thus, put this item in the playdeck near the end of the third deck and play the item south of Mordor. This may draw Lidless Eyes minions to you.

Gaerennon is a great armour item for your Sinda elves. It is a major item. You do not plan on using Lordly Presence though. This armour gives +2 body for any low-body elf and taps to prevent discarding an item by the effect of Drowning Seas.

Dagnirdraug, a special item, will need Lost Knowledge to be played away from Osteledan. It grants +2 prowess and is a wolf-slayer (+2 against wolves, -1 body to wolf). The weapon can be tapped if Wake of War is in play to take a Wolf strike another in bearer's company is facing.

Belthroning is a Bow found at Tol Fuin. This 3 MP and 2 CP item gives Warriors +3 prowess to maximum 9. Bearer can tap when facing a strike to face another strike from the attack already assigned to another character in the company. This will help low prowess friends.

Tinmirthalion is the shield of Ecthelion. It too is found at Tol Fuin. This 3 MP and 2 CP shield gives +2 body and +2 prowess against non-combat attacks. Tap to allow bearer's company to use Power Against the Shadow this phase against Demon, Spawn, Nazgul, Undead, Orc, or Troll attack.

Aranrûth is a greater item to be found at Lond Daer. It is a 3 MP unique weapon helping Dunadan and Sinda elves, which receive 3 corruption points instead of 4 to all others. Each dunadan in the company is considered an Elf for the purposes of The Evenstar. Warriors bearing this item receive +3 prowess to maximum of 12 and -2 to target's body and +2 direct influence against Dunedain and Sinda Elves. Tap the item and play The Evenstar to untap a Dunedain or Sinda in the company facing a strike. Then bearer makes a corruption check modified by +2.

FACTIONS

There are six factions: two elves, two dwarves, two men. Tempering Friendship gives +4 to an influence attempt to a faction. You should have no problems for the elf factions.

Try to play all these factions before you get deep into the second playdeck. You might have to use Smoke Rings to fetch discarded factions. Note that three factions are dual factions, which

allow easier play if already in play by another player.

Elves of Edhellond needs an attempt of 11 (elf +2, home site of Edhellond +2). Play this faction after playing both elves with only Edhellond has a home site. Tharudan has +8 against this faction. Arinmîr has +6.

Elves of Lindon needs an attempt of 10. Cirdan has +2 DI against this faction.

Blue Mountain Dwarves need an attempt of 10 (Dwarf +2).

The Petty Dwarves will be harder to keep in play. That faction needs an attempt of 11 (Dwarf +2).

Dunlendings do not like dwarves needing an attempt of 10 (Dwarves -1).

Hillmen need an attempt of 10 (men +1). Expect the dual Man factions to be played by a minion player.

Generally, four factions need an attempt of 10. All the non-elf factions will start in the play deck. You need Tempering Friendship.

ALLIES

Two allies will help the Elf-seekers. Lindion the Oronion will help with combat, cancelling attacks, and moving great distances to influence. His high 9 body stat will help him stay alive. Use his special ability with Eagle-mounts to fly. His play at Stone-circle will be tough for those AA at the site. Play this ally during the first deck.

Valglin is an Elf found at Amon Lind. A 2 MP Sage ally is highly valuable. His 3 mind is above average and brings a low 2 prowess and average 8 body. The special ability happens when you play Stars or The Evenstar. During the phase when you play one of those events you name a hazard. If this hazard is in his hand, then the opponent either discard it or lower the hazard limit by one. Else the whole hand is revealed.

MISSIONS

You will need to find MPs elsewhere. There are three Information events that need to be played: When I Know Anything, Dreams of Lore, Dreams of Lore.

When I Know Anything is a nice one MP event. It requires an Information site, which can be Coastal Tower.

Dreams of Beleriand, lore and ritual, can be played on any Noldo or Sinda. Then the bearer can play Dreams of Lore at tapped sites and any site in Lindon, Elven Shores, East Bay of Forochel, West Bay of Forochel, Arthedain or Eriadorian Coast. Now, Dreams of Lore is considered Lost Knowledge. Try first to use Dreams of Lore as a Lost Knowledge for an item discussed earlier. Also, when bearer moves to such a site invert Dreams of Beleriand and discard Dreams of Lore to grab an item playable at his new site from discard pile. As inverted the event gives 1 MP. Likely this will be when moving to Himring to fetch a gold ring item or Gaerennon as insurance so late in the game. The nice thing is that the item does not have to be played that turn; it is nice to have in hand.

GATES OF MORNING

You are playing a GOM strategy. **Vanish into Sunlight** weakens Undead prowess by -2 or -4 with Gates in play. Use this event just to defeat an Undead automatic-attack discarding The Moon is Dead.

The Evenstar is a short-event Environment that modifies the prowess of one elf +1. If Gates

is in play, then in addition all elves have +1 prowess and a Wilderness can be changed to a Border-land or a Border-land changed to a Free-Domain. Use these resources to remove hazards in play that boost undead, which the hazard will be discarded upon the attack's defeat.

Expect many hazards to be played that need Doors of Night. Thus be weary to travel the seas when your event is not in play.

COASTLANDS AND BELEGAER

Many undead lurk on islands and along the coasts. Several resources will help with facing undead. Vanish in Sunlight will lower prowess of undead, by -2. The Barrow-blade will defeat the strikes that dare to face the Sinda or its Lord.

You have three Ritual events and five cards. **Marvels Told** requires a Sage to tap and make a corruption check modified by -2 to discard a non-Environment Long or Permanent-Event.

Look More Closely Later requires a Sage to tap to untap a site with Information. Seven sites you will visit that normally plays Information.

The waves of Belegaer off the western coast of Middle-Earth will be home for your elves. There are many sites that will need the safe passage of Coastal Seas. **Ulmo's Watch** is a unique Long-event used by other players. An elf with a 7 mind or a Sinda with 5 mind must tap to play this event. This card helps companies either moving in triple wilderness or one Coastal Sea by reducing company size by two. An Elf, Dunadan, Maia, or Wizard may tap with Gates of Morning in play to discard an on-guard card. Swanships From Lindon can fetch this event.

Belegaer is the keystone to your movement. You can travel to the islands, up to the Northern Waste or to Gondor for playing items. Belegaer will decrease your HL by two; you do not expect to have a company of more than four moving by water. There is a stage event that recycles this event. The resource is needed to play Annelena & Arinmîr quickly.

Great Ship allows a company with a Coastal Sea region in its site path to tap to cancel the effects of one hazard that targets the company. But likely this event will be used for Shipwright's special ability to use port movement. Swanships From Lindon can fetch this event or use it for movement. The Reach of Ulmo will cancel this resource.

Swanships of Lindon will be great in movement. It is played on a character with Grey Havens as a home site. One of the following cards can be discarded to replace the company's new site with another port site or site in the same or adjacent region: ~~Fair Sailing~~, Great Ship, Stars, The Evenstar. Also, this card can be discarded to bring on Fair Sailing, Hair of Uinen, Stars, The Evenstar or Ulmo's Watch to hand. Likely, you will fetch Ulmo's Watch or Fair Sailing.

Secret Passage aids traveling to Ruins – almost all your resources will be played at them. This event prevents creatures to be play key other than to the site. Eleven Ruins are expected to be visited.

Stealth is a Scout event allowing no creatures to find a company. A Scout taps in a company with a size fewer than three. You have five Scouts. This is for visiting White Holds for influencing.

Power Against the Shadow is there to be used with a shield item. It provides +3 prowess when attacked in CvCC. This can turn help when sending the Gatherers company into perilous lands.

Falathrim is a hazard, but played as a short-event it is a hero resource cancelling Pirates or Corsairs of Umbar keyed to Coastal Seas and sites therein.

Looking From Mind to Mind is a permanent-event helping with untapping. At least three elves must be in a company. Except when strikes are being resolved, an Elf or Wizard in the company may tap to untap another Elf or Wizard in the company with an equal or lower mind (10 for a Wizard). Discard this card when any play deck is exhausted. Cirdan, Tharudan, and Galdor have the highest mind stats.

AGENTS

Withdraw to Mordor will slow down agents by either tapping or discarding them. Do not expect agents to be in the under-deeps to bother you. Remove minion dwarf agents else agents in or adjacent to Eriador.

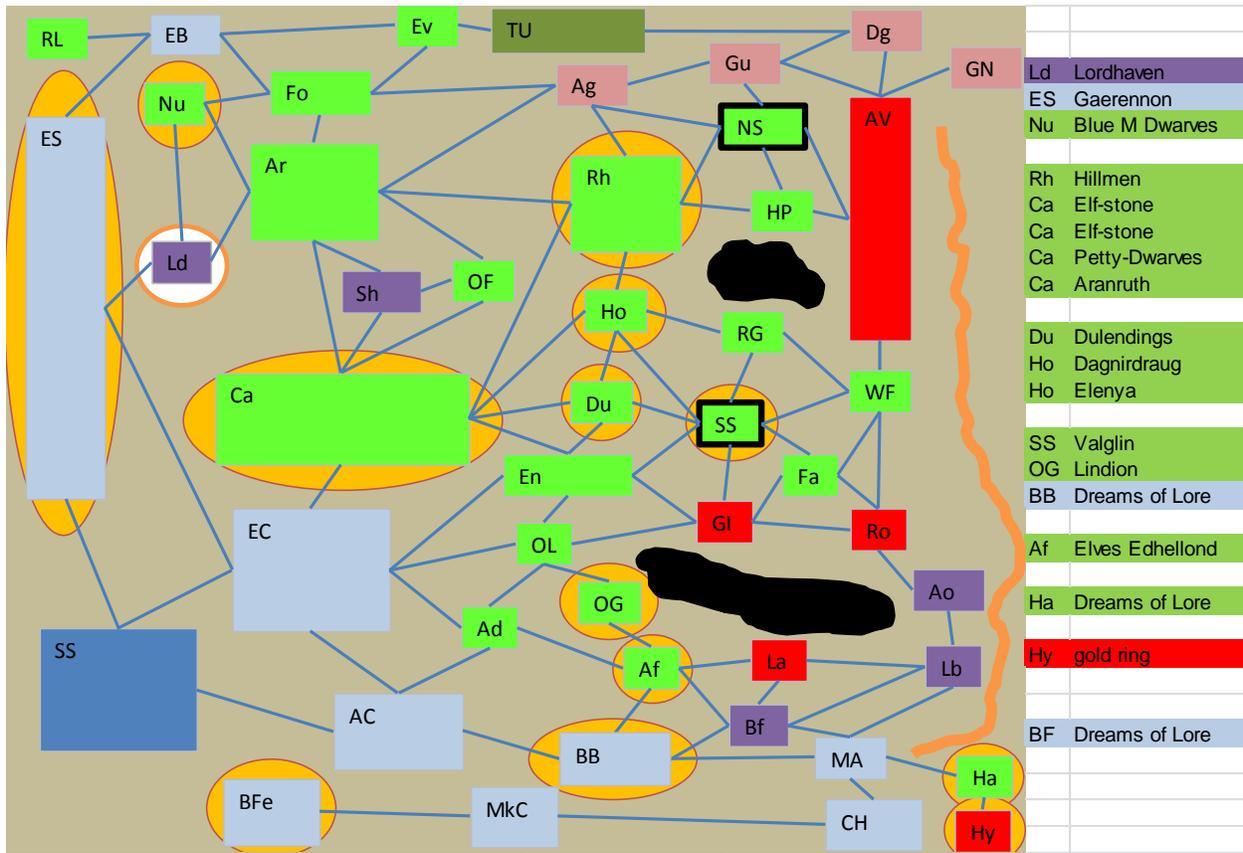
INFLUENCING DARK ELVES

The Elf-seekers company may have to travel away from Eriador to have a chance to influence. Old Friendship will give +5 to the influence roll or help with Galdor's 3 CP! Three elf-stones provide +6 to the influence check on the minion elves. Galdor has 2 DI for +1 DI against elves. This yields +14 to the check and sets the minion elf mind to zero if you show a copy yourself. If you have Old Friendship, then you should succeed no less than twice out of three chances. You may even have the chance to influence without Old Friendship if the circumstances are right.

Move between Grey Havens and Edhellond drawing cards and waiting to play the elf-stones. When you have the cards in hand for an attempt make an attempt. The cards you need are: Eagle-mounts and Old Friendship.

You should be able to discard some elves with this set-up unless the dark elves stay in Darkhavens. Even if a dark elf is at a Darkhaven, you can still make an attempt. Travel to a Dark haven playing **Stealth**.

You have two dark elves. Hendolen will be moving to free and border-holds using his ability, so he will be easy to find. Carambor will be moving too. Therefore, use Eagle-mounts to influence Carambor and Hendolen. You may move to Gyogorasag Sancutary for healing in Southern Rhovanion if moving to a haven is dangerous. Select Elwen as the other elf.



Lindon	H	Grey Havens	gandalf, cirdan	.	
Númeriador	F	Blue Mountain Dwarf-hold	cirdan, thorin, balin	.	
Elven Shores	R	Himring	cirdan	Undead	
Cardolan	R	Barrow-downs	cirdan	Undead	
Cardolan	R	Lond Daer	cirdan	Undead	
Cardolan	R	Tharbad	cirdan	Men	
Cardolan	R	The Worthy Hills	cirdan	Men	
Rhudaer	B	Cameth Brin	cirdan	.	
Hollin	R	Ost-in-Edhil	cirdan	Wolves	
Hollin	R	Telpëmar	cirdan	Men	
Dunland	B	Dunnish Clan-hold	cirdan, theoden	.	
MM-Southern Spur	B	Amon Lind	cirdan	Elves	
Old Pûkel-Gap	R	Stone-circle	cirdan	Pûkel-cre:	
Anfalas	H	Edhellond	cirdan	.	
Bay of Belfalas	R	Coastal Signal Tower	cirdan	Men	
Harondor	R	Cairn of the Colruh Hazurbal	cirdan	Men	
Hyarmenfalas	R	Vamag	cirdan	Undead	
Bay of Felaya	R	Pelican Islands	cirdan	animal	

SITES

Almost all your sites that you will play resources are in Eriador or Gondor and are Ruins. 11 of the expected 17 sites are Ruins & Lairs– more than any other player. Most of these Ruins either have undead or animal AA. The goal is to stay in Coastal Seas or along the coast. Seven sites require multiple non-Coastal regions to visit.

Two hero havens are visited, one other free-holds, and three border-hold. Undead are at 4 sites, Animals (1), Wolves (1), Men (4), Pûkel-creature (1), and Elves(1). Lost Knowledge is needed for three sites. Ruins are either in Coastal Sea or Wilderness regions. Attacks are weak with four of 14 with a prowess greater than 8 with three of those attacks having a single strike.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
2	1	3	12	0	0	0	18

Two sites are in Coastal Seas. Seven sites border a Coastal Sea. 4 sites can be reached in four regions from Lindon and 4 using five regions. Information is needed by this avatar. Only six sites cannot be reached from Grey Havens in one turn (Misty Mountains, Old Pukel-Land, Anfalas, Bay of Felaya, Harondor, Hyarmenfalas). Lost Knowledge is required to visit one site. Only three region types will be seen by this player: Coastal Sea, Wilderness, Free-Domain.

Himring will be left unused so to move to it with Swanships of Lindon, but late in the deck Gaerennon can be played there after facing the single strike 8 prowess Undead attack.

Isles of the Dead that Live has a gold ring, but let Gandalf use that site. Instead use **Coastal Sea Tower** to move. Move and return to this site from Grey Havens in two turns using: Belegear, Swanships & tapping Shipwright. Play Dreams of Lore at this tower.

Bay of Felaya has the site Pelican Islands with Information. Play Dreams of Lore there late in the second deck. Those birds bring 3 strikes with 7 prowess.

Cairn of the Colruh Hazurbal will be visited for Information and for the second Dreams of Lore. Two attacks are here. First Men of 2 strikes with 7 prowess followed by Maia of one strike with 12 prowess. **Vamag** is abode of undead. It has greater hoard items buried near an attack of Undead three strikes with 10 prowess. But play a gold ring there. Use Vanish in Sunlight to reduce the prowess since the attack cannot be cancelled.

Sites in Eriador along the coast include: Petty Dwarves is at **The Worthy Hills**. That sites AA of nine prowess is a doozy. **Barrow-downs** also has Elf-stone with its single strike Undead attack with 8 prowess. **Tharbad** is also in Cardolan with minor items. **Isildur's Tomb** is in Enedhwaith. Play another Elf-stone here. Eagles of one strike with 11 prowess patrol here. Staying in Cardolan is **Lond Daer** with gold rings, but needs Lost Knowledge to visit. Play the greater item Aranuth there. Use Dreams of Lore to visit the lost Lond Daer in Cardolan. One of the worse attacks on your list is here at 3 strikes with 8 prowess from Undead. These sites require moving through a single Wilderness.

Edhellond has a faction and three characters there with a home site.

You will have to visit land-lock regions. Hollin has two sites. **Ost-in-Edhil** has Dagnirdraug. Face the weak Wolf attack of 3 strikes with 5 prowess. Hollin also has **Telpëmar** with Elenya. Face the weak Men 2 strike with 7 prowess attack then a single strike 10 prowess Trap attack when you play a gold ring item. Move to **Amon Lind** to play an ally and answer questions of two strike with 8 prowess detainment Elf attack. **Stone-circle** is in Old Pukel-Gap. Play a Maia ally there after facing a Pukel-creature single strike 9 prowess attack. Those five sites require moving through Double Wildernesses. **Dunland** has a Man faction, but no attacks.

Visit the two most distant sites during the second deck when you are strong for such movements. Then play the items needing Lost Knowledge or the use of Dreams of Lore. Once both of the Lore events and both ring items are played you can reach each other site in four regions from Lindon.

STAGE RESOURCES

This Elf-Lord has four stage resources. You should have no more than 10 SP until the White Council. This will make you vulnerable to the hazard He is Lost to Us. During the White Council you may have up to 11 SP. Think about discarding non-MP boost stage events to lower your stage points or be ready for hazards infecting your SP such as Kinsman and Ambassador and The Sea's prowess for 8 SP.

He has the character stage event Kinsman and Ambassador to play on Galdor. This will lower his GI use. The bearer has +1 DI and tap to cancel a detainment attack against his company. He becomes a leader if he is the highest mind Elf in the company.

Trusted Counselor is played on Cirdor for a +2 DI against elves and requires three fewer points of influence to control.

The Sea's Prowess allows you to fetch Belegaer and a non-unique elf. You can discard it near the end of the second playdeck to rid of the 2 SP. The Reach of Ulmo and Kindling of Spirit can also be recycled by this card.

Keeper of the Passage is there for MP. It can provide up to 3 MP. When Cirdan's company defeats an attack from a hazard creature keyed to a Coastal Sea or in a site therein by name or type or from Earcaraxe or Gondring, then the creature is placed with the event. Three hazards or a unique hazard placed with the card yields MPs of those cards. Círdan is not expected to move much, so he can move just to kill creatures.

Clad for War is there for MP of your battle-gear items. Play its 2 SP during the White Council.

Gatherer of Loyalties is 3 SP to allow unique factions to be worth 2 MP. Only include this as a Game Point card if you are sure you can use the extra MP at the end of the Avatar Deck.

ERIADOR DIVISION

Gandalf will be in the Shire with the hobbits. Elrond Half-elven is attacking the Witch-king and is not likely to venture near the Blue Mountains or to the water, which Lord Balin will be located. You may see the dwarf along the coasts. The Elves of Evermists may visit you on occasion.

News has it that a dark dwarf is near the southern Misty Mountains. He is rumored to be gathering orcs, evil men, and wolves. He may be trouble. He will be by the coasts, so this can open him up for attacks by sea. The Gatherers are able to attack a vulnerable minion company in Eriador, especially minions at a free or border hold. Use Aranruth to slay minion dwarves during the Council Turns in expense to playing items.

Witch-king may send troops into Arthedain. The Warlord will hinder you in southern Eriador. Watch-out for him. The Necromancer has many spies; they can be anyone, anywhere.

FACTION WAR

Cirdan the Shipwright is the hero to stop attacks from minion factions. You may have to battle with your factions. Therefore, you have The Doom of Choice to move factions. He will

play six factions. Hillmen, Blue Dwarves, and Elves of Lindon can easily join in Arthedain to stop an approaching army. Petty-Dwarves will have to move one region. Dunlendings must move two regions. Elves of Edhellond will stay close to the Sea.

The Doom of Choice is your mustering resource. Endurance of Stone is your specific faction resource. It will give your dwarf factions another chance of fighting if wounded.

Axes of the Dwarves gives all Dwarf factions +1 prowess against Dragons and Orcs. This resource allows a Dragon faction wounded by one of your Dwarf factions, then this card can be removed from play to eliminate the Dragon faction. You may have to move the Blue Mountain Dwarves into Wilderland to battle a Dragon faction.

The ONE RING

Gandalf will be playing the One Ring. Keep an eye on him. Send help if he needs it when he is along the coasts especially at Tolfalas. Attack any minion with the One Ring along the coasts.

MARSHALLING POINTS

C=9 You will have three 2MP elves – all will be in play. You have six 1MP elves and only two in play during most of the game. Fetch another 1MP elf during the councils.

I=13 Legacy of Smiths is vital to boost your item MP. You have rings, palantir, and weapons. The three unique items are each worth 3 MP. The magic ring and armor are 3 total MP.

F=1 Elves of Edhellond is your only MP in this category.

A=1 Lindion and Valglin are present, but only think of one to be in play.

M=3 When I Know Anything is a simple MP. Dreams of Beleriand can give you 1 MP each. Barrow-blade is another MP.

K=3 This is a lot of Kill MP for weak elves. Consider tapping all your elves to get Kill MP.

GAME POINTS: Sailed to the West, The High Sea, Council of Elrond, Gatherer of Loyalties

PLAYDECK MANAGEMENT

Círdan will have it simple when drawing and playing cards. The ability to hold an extra card while at Grey Havens is useful. Try to stay there as much as possible. Two other companies will be drawing cards for you. The sideboard has a lot of resources at 27, but most can be put into the discard pile for second deck play. Initial turns will find it hard to play MP resources, so use this time to move and draw cards. Cards in the sideboard include tough to play items, squatting events, and stage resources.

The discard pile will receive 18 resources in the first deck when the avatar taps 4x. These include The Evenstar x3, Pity Mixed with Horror x3, and Eagle-mounts x3. Longbottom Leaf is in the first play deck thrice to grab the following: The Sea's Prowess, Dreams of Lore. The second copy grabs Dreams of Lore and Dreams of Beleriand. By this time you should have strong companies to play those cards. The final copy of LL grabs Elves of Edhellond and Look More Closely Later. The faction will tap Edhellond, so move away from this tapped site so it will be recycled upon exhaustion.

Some resources fetch other events including The Sea's Prowess, Elenya, a palantir, and Swanships of Lindon. The Sea's Prowess will fetch Belegaer, The Reach of Ulmo, and a non-Elf character.

Likely, Belegaer is the card to fetch. Swanships of Lindon is discarded from a character to fetch from the discard pile. Fair Sailing, The Evenstar, Ulmo's Watch, Favor of the Valar, Hair

of Uinen. Only the first three are in this deck. Use the ability to fetch Ulmo's Watch. Elenya will fetch The Eventstar. The greater palantir can duplicate the Palantir of Annunias's ability to fetch a Sage event. Thus, place Marvels Told and The Evenstar in the sideboard upon first exhaustion.

The hazard deck has high playability events and slightly less creatures. The creatures do a better job, so you can keep them in hand longer unless you know your RP will not be traveling through W and to Ruins.

1ST DECK

The first deck will be slow. Begin to play the items and move to draw cards. Early playing will let you take risks with your elves, since the second deck will be strong for your top tier elves to take actions. When Cirdan enters play tap him to bring resources from SB to DP. You can take risks and attack minion companies near the coasts. All of your combat should be done at this time. Reconstructed Towers must get into play. Try to achieve 7-8 resources in play in the first nine turns.

Valglin and Lindion allies should be played. Get both Elf-stones in play too. These are not found in the sea.

Dreams of Beleriand will be played on Galdor. Get one stage resource on the avatar. The greater palantir will be shuffled into the deck.

An Unexpected Outpost will start the game in the sideboard! This is to exhaust quicker.

Exhaust 1

Place Marvels Told and The Evenstar in the sideboard upon first exhaustion. Both will be sent to the discard pile. Either a palantir or a lesser ring will fetch the event. Also send Ulmo's Watch to the sideboard. If Swanships of Lindon is not played early in the second deck, then have the avatar shuffle Ulmo's Watch. It is a valuable card for other White Players in the division. The last two cards to be sent to the sideboard are a Shipwright and an Elven Handmaid.

The cards to exit the sideboard are: Awaken Defenders x2, Outpost x3. You should bother two Divisions with the Long event without hurting your own Division. Gandalf is expected to be along the coasts at that time.

Now, the sideboard will have nine hazards.

2ND DECK

Now, you have the final companies with some items left to play. Continue finding items. Cirdan can sit and wait to make a surprise attack on a minion company that is near the coast. Get the palantir in play, all battle-gear, and rings in play. Expect to exhaust on Turn 16-18.

You have resources to handle Undead. Barrow-blade and Vanish into Sunlight lowers prowess. Combat the dwarves and other minions in Arthedain. Slay dragons that bother the Elves of Evermist.

Tap the avatar to shuffle Marvels Told, The Evenstar, Green Leaves and Lilies White, Tom Bombadil, and one character. An Unexpected Outpost will target only Arouse Defenders sideboard.

Exhaust 2

Place Marvels Told and The Evenstar in the sideboard again. Both will be sent to the discard pile. Either a palantir or a lesser ring will fetch the event. The last three cards to be sent to the

sideboard are a Shipwright, an Elven Handmaid, and another non-unique character.

The cards to exit the sideboard are all hazards: Hard to Tame x3, Pale Dream-maker x2. These will trouble mature companies with many items or with those with battling factions.

Now, the sideboard will have three hazards.

THIRD DECK

Use An Unexpected Outpost to shuffle Call of the Deeps. Now, some hazards can be fetched to play on the minion dwarves including your Grasping and Ungracious.

Exhaust 3

There should be only Essay of Ringcraft in the sideboard.

FOURTH DECK

Go after the Dark Dwarves.

SIDEBOARD MANIPULATION

1	Palantir of Amon Sûl		dp111	
1	Dagnirdraug		dp112	
1	Elenya		dp113	
1	Magic Ring of Lore	ESSAY		
1	Essay on Ringcraft		dp123	
1	Elves of Edhellond	Leaf5		
2	Dreams of Lore	Leaf2 Leaf4		
3	minion elves		dp141,dp142,dp143	
1	Look More Closely Later	Leaf6		
3	The Evenstar		dp121, dp122, dp124	
3	Eagle-mounts		dp125, dp131, dp132	
3	Pity Mixed with Horror		dp133, dp134, dp135	
1	Dreams of Beleriand	Leaf3		
1	Cause of the Free Peoples			dp215
1	Ulmos Watch		dp114	
1	Legacy of Smiths			tap31
1	The Sea's Prowess	Leaf1		
1	Keeper of the Passage		dp115	
27 resources and characters				
E1	1	The Evenstar		dp212
E1	1	Marvels Told		dp213
E1	1	Ulmo's Watch		Swanships/avatar
E1	1	nonU Elf character		dp214

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	0	-	-	-	1	+1
SB to DP	18	+3	1	+1		
Smoke	-	-	-	-		
Leaf	6	-	-	x		
Other	1	0				
Avatar card	-	-3	-	-3		

PD 1 +1 tapped
 PD 2 -2 tapped

CREATURES

There are 20 creatures. They are elf, drake, undead, and animal. Almost all the creatures can be keyed to Wilderness or Coastal Sea. Three can be keyed to Double Wilderness. Almost all the other regions and sites can be hit to be flexible with almost anyone except for free-holds.

~~— Elf Lord Revealed in Wrath is the power house creature. Try to play late in the MOVE phase and target a vital minion. This is the only creature worth recycling.~~

Falathrim is a short-event. As a creature its five strikes, 10 prowess, and 7 body will trouble minions in Minheldolath, Lindon, Anfalas, Felayja, Drel, Taaliraan, And West Bay Of Ormal. Gates of Morning extends the range to any Coastal Sea region. An attack with all successful strikes will send an overt company back to its site of origin.

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

Sea Serpent is only playable to Coastal Seas. It has two terrible strikes at 14 prowess with six body.

Marsh-drake is stronger but less common Abductor in a way. Its 2 strikes with 11 prowess may kill a weak character without a bodyguard. It can be keyed to Coastal Sea or to Shadow-lands so to be played against other Divisions. You expect Dark Dwarves to visit Angmar.

You have Pale Dream-maker to hurt those wounded by undead. Try to use it with Tidings of Bold Spies.

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 four 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. Move to Mount Rerir to sucker a visit of Dark Dwarves.

Lord of the Haven is Cirdan as a short-event. Tap up to two target characters in one company at a site in or moving through a Coastal Sea region.

- FH:
- BH:
- 6 RL: Bones Douser
- 6 SH: Bones Douser
- DH:
- UD:

-
- FD:
 - BL:
 - W
 - 3 WW Bones
 - WWW
 - 6 SL Bones Marsh
 - SL SL
 - 3 DD Bones
 - 9 CS serpent Ninevet Marsh
-

HAZARD EVENTS-34

Base cards-2

Two copies of Twilight will remove Doors of Night.

Corruption-8

Hard to Tame is to play on the dwarves. This hazard allows fetching Greed and Grasping Ungracious. One of these is in the sideboard to wait for plumped dwarves with CP.

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

Something Else at Work hurts the playing of unique rings. The target has -1 modifier to his testing of rings.

Lure of Expedience tests the patience of many, including players against slow players. This hazard does not affect Hobbits or the immortal Wizards. A corruption check is made when a character in his company gains an item. This will hurt those moving away from a haven to play items. The removal roll of 6 is low.

Main Theme: AA-9

Your hazard theme is Automatic Attacks at free and border-holds. The three staple hazards are present for Defenders.

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

Tidings of Bold Spies will just plan hurt. You have 3 copies for each of these five hazard events.

Tauremornalome will make Old Forest, Lotan, and Usakan, and Fangorn frightful for overts. Those types of companies or those with a Dwarf and no Elf or Wizard moving through these either of these four regions face an Awakened Plant attack. Or use the hazard to tap an Ent. Play it when the other players have their Ent ally or faction in play. You might want to sucker a minion to visit you while weak at The Willow Dingle.

Pit Trap is specific to sites, but these sites are far from the sea. It is played on-guard on an Ancient-Dwarf hold site or a site with an Orc attack or Trap attack. Those moving in Grey Mountains, Narrows, Withered Heath or near the Illuin Mountains are threatened by this hazard. Scouts and Rangers lower the chances of this attack being faced. Failure results in a Trap single strike attack of 12 prowess. More than 80 (20%) hero sites may have a Pit Trap. Sites close to you include Telpëmar, Goblin-gate, Zarak-Dum, Creb Durga, and Moria.

Secondary Theme: Creature Enchance-3

Panic requires a company facing a non-detainment Undead, Demon, Dragon, Drake or Spawn attack and does not count against the HL. You have 13 such creatures. This event either taps or discards an ally. A roll is made for the number of allies in the company. Unique allies modify its roll by +2. If the result plus ally's mind plus controller's mind is less than the creature's base prowess then tap the ally. If the result is less than seven of the base prowess then discard the ally.

Stirring Bones will have 11 prowess if played after Chill Douser with The Moon is Dead in played by The Witch-king. Ally discarding is of no hope, but you can tap.

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

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

Crossing the Border hurts companies not moving. A company not moving faces an attack which is duplicate of one automatic-attack of site in the same or adjacent region or adjacent under-deeps site. This other site must be a version target company can use.

Sea creatures can receive aid for playing or effects. **Terror From the Deeps** allows animal or drake sea creatures to be keyed to non-Desert regions adjacent to a Coastal Sea. You have 12 such creatures. This is a permanent-event.

Courtesy Lessened of Late prevents any card or effect that would bring a character into play during the site phase. This hazard can only be played on-guard. Dark Dwarves are likely to use a technique to bring dwarves into play.

~~—The Reach of Ulmo was selected since the card can be fetched by a resource stage event controlled by Cirdan the Shipwright. The hazard is a permanent event causing trouble to under-deeps movement. This will hinder Lord Balin. Therefore, shuffle this hazard into the second deck after Lord Balin returns from Pits of Angband. The benefits including canceling Great Ship, Black Sails, Ford, and Hidden Ways. Ford is not played in your Division. You are playing Great Ship, but you can manage. Hidden Ways though is expected to be played by a minion player found in Eriador. The hazard is discarded when a deck exhausts, successful under-deeps movement, or when one of the resources named was played.~~

Cycle-3

Outpost is a staple

TURN01, vs. Malezar

MOVE

Slucrac, -w-w,bh.

Ered Laranor event: Orcs.3w7p

Ulfacs, $4p+3mroll=7$,tie

Ulaca, $3p+11mroll=14$

Slucrac, $4p+7mroll=11$

HL3, Cirdan, plays Tidings of Bold Spies. Men.4s7d

Uthmag, $3p-3x+6mroll=6$, taps.

Ulfacs, $4p-1t+mroll$, auto

Ulaca, $3p-1t+mroll$, auto

Cluth, $3p-1t+mroll$, auto

TURN01-1.1

@Grey Havens.Lordhaven, U

U	Cirdor	3	7	5	7	Sinda	W				D	1	Trusted Counsellor	Elf-stone
U	Galdor	5	2	3	9	Sinda			R		D	1	Kinsman and Ambassador	Elf-stone
U	Shipwright	3	0	3	7	sinda	W			Sa		1		Horn of Ann
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				0		
U	Wood-elf	3	0	3	8	silvan	W		R			0		

Courtesy Lessened of La	Great Ship			
Dreams of Beleriand	Secret Passage			
Elf-stone	Smoke Rings			
Fruitless Victory	Tidings of Bold Spies			
0	0			
Turn: 1	Hand: 9	MP: 7	SP: 4	PD: 82
Malezar	Court	Court2	Indur	DWARF

, Master of the House, Lord of the Haven, Naugrim, 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

, Chill Them with Fear

UNTAP { get closer to Gondor }

ORG

Dreams of Beleriand played. Cirdor, Shipwright stay.

Galdor+ move to Isildur's Tomb.

EOOP: Secret Passage played on Galdor's company.

MOVE

Cirdor, -pLhaven. Grey Havens

HL2, Malezar plays on Cirdor Taint of Ambition

HL1, Malezar plays An Unexpected Outpost shuffles from SB: Lost in Free-Domains

Galdor, -fd-w-w-w,RL. Isildur's Tomb. { Secret Passage }

HL3, Malezar plays All Dead All Rotten

HL2, Malezar plays as agent Ulriith

HL1, Malezar plays Lost in Free-Domains

Shipwright taps to play Marvels Told to discard Scatha at Home, Cirdor supports,

-2.res-1.item+1.sup+4croll=2.

Smoke Rings shuffles Secret Passage.

SITE

END Thranduil.Elron

Awaken Defenders, Tidings BS in hand.

TURN02, vs. Malezar

MOVE

Malezar, -,sh

HL2, Gandalf-x

HL1, Cirdan plays Awaken Defenders

Uthmag, -w-fd-j-w,sh {Cirdan is hazard player; risk coastal sea?}

HL5, Gandalf keys Wandering Eldar to free-domain x-Doors of Night. Elves.each.9p,det

Uthmag, 3p-3x+6mroll=6, taps.

Ulfacs, 4p-3x +10mroll=11

Ulaca, 3p-3x +9mroll=9

Cluth, 3p-3x +9mroll=9

Slûcrac, 4p-3x +9mroll=10

HL4, Gandalf keys Dwarven Travelers to W. 3s8p, Naugrim=3s9p5b

Ulfacs, 4p-3x +12mroll=113

Ulaca, 3p-3x +10mroll=10

Slûcrac, 4p-3x +5mroll=6,taps

HL3, Gandalf uses OG Rangers at Sarn Ford

HL2, Cirdan plays Grasping and Ungracious on Uthmag.

HL1, Cirdan keys Falathrim to region with Hero Haven; Drel. Elves. 5s10p7p

Uthmag plays Gold Chains in the Wind, -4.res-1.grasp+8croll=3.

GoldChians, 5p+2mroll=7, success. Killed.

Ulfacs, 4p+10mroll=14, fail, 6.bc

Ulaca, 3p+7mroll=10,ineff

Cluth, 3p+10mroll=13, fail, 2.bc

Slûcrac, 4p-1t +5mroll=8, success. 8broll=wounded.

TURN02, vs. Court2

MOVE

Palandor, -,sh
HL2, Cirdan-x
HL1, Gandalf-x
HL1, Thg

Linsul, -w-w-bl-j,fh

HL3, Cirdan plays Tidings of Bold Spies on the new site.

(1)Dúnedain---3 strikes with 9 prowess

, AwDen=6s9p

Linsul plays Calm-song as a skill card. Now detainment.

Valnaur, 4p-3x-2e+3mroll=2,taps

Linsul, 2p-3x+ 9mroll=8,taps

Vallome, 3p-3x-1e+12mroll=11

END

Cirdan uses Master of the House to grab Falathrim.

TURN02, vs. Court1

MOVE

Gorthaur,-j-j-cs-cs,sh; Should avoid Taaliraan and Falathrim creature.

HL5, Elrond keys Neeker-breekers to W/Jungles; animals.each.7p

Taurclax, 5m-3x+6mroll=8

Sarkarxë, 2m-3x+7mroll=6,taps

Silion, 4m-3x+7mroll=8

Gorthaur, 6m-3x+6mroll=9

Vallin, 3m-3x+8mroll=8

HL3, Balin-x

HL2, Cirdan keys Chill Douser to sh. Undead. 4s9p,det

Silion, 2m-3x+3mroll=2,taps

Silion, already taps. mroll

Taurclax, 3m-3x+5mroll=5.taps

Taurclax, already taps. Mroll

HL1, none

TURN02, vs. Malezar

MOVE

Malezar, sh

HL3, Balin uses OG You've Put Your Finger In It

HL2, Gandalf-x

HL1, Cirdan-x

TURN02-3.1

@ Grey Havens.cirdan, U

T	Cirdor	3	7	5	7	Sinda	W			D	2	Trusted Counsellor	Elf-stone	Taint of Ambition
T	Shipwright	3	0	3	7	sinda	W		Sa		1		Horn of Anor	

@ Isildur's Tomb, U

U	Galdor	2	6	3	9	Sinda				R		D	1	Kinsman and Ambassador	Elf-stone
U	Mallom-Dweller	3	0	2	9	nando	W	Sc					0		
U	Wood-elf	3	0	3	8	silvan	W			R			0		

Cirdan the Shipwright	Great Ship			
Elf-stone	Marvels Told			
Falathrim	Swanships of Lindon			
Fruitless Victory	Withdrawn to Mordor			
0	0			
Turn: 2	Hand: 9	MP: 7	PD: 72	SP: 4
Court2	Malezar	Court	Indur	DWARF

Safe From the Shadow

Cloudless Day

Tokens to Show

, Naugrim, Wardens of the Woodland Realm, Lord of the Woods, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings, Rank Upon Rank

, Awaken Defenders

, Worn and Famished

UNTAP [agents faced-up: Jûoma (Akhôrahil, Lossadan Camp), SSF (Dwarf, Gobel Mirlond)

ORG

Cirdan the Shipwright played at Grey Havens. Cirdor taps to remove hazard, 7hroll=pass

Shipwright transfers Horn of Anor to Cirdan, -1.cc+croll=auto. Avatar taps to dump to discard pile: [The Sea's Prowess, Axes of the Dwarves, Elves of Lindon, Elenya, Belthrondring.]

Withdraw to Mordor discards Jûoma (Akhôrahil, Lossadan Camp). Swanships of Lindon played on Galdor. Cirdan+ stay. Galdor+ stay

MOVE

Cirdan, -,haven.pL

HL3, Court2-x

HL2, Malezar-x

HL1, Court plays The Burden of Time on Cirdan.

Shipwright taps to play Marvels Told to target The Burden of Time, -2.res+2.croll=0,discard.

Draw to hand: two Shipwright drawn.

Galdor, -,ruins

HL3, Court2-x

HL2, Malezar-x

HL1, Court plays New Moon to tap Wood-elf. No more tap to cancel AA

SITE

Isildur's Tomb, (1)Animals ---(eagles)-1s11p; detainment against hero companies

Galdor, 3p-3x+6sroll=6taps.

Dweller taps to play Elf-stone, taps site.

END

TURN 03, Court2

MOVE

Linsul, -,fh

HL3, Elrond plays An Unexpected Outpost to shuffle Elven Custody.

HL2, Elrond uses OG Death Carrying Vermin

HL1, Cirdan plays Crossing the Borders selects Lond Anarion,

(1)Men--- each character faces a strike with 8 prowess

Vallome plays Diversion to cancel attack.

TURN 03, Court1

MOVE [move through CSCSJ or CSBLJJ or CSSLWW?] Use Sarkarxe card text.

Taurclax, -cs-cs-j tap: Sarkarxe, Silion to reveal site.

HL3, Cirdan keys Falathrim to region of elf haven. Elves.5s10p7b

Silion plays Hounds of Sauron? Sharks of Sauron? -4.res+11croll=7. 1s10p7b

Sarkarxe, 2p+2.card-1t+2.star+6mroll=11, fail, 8broll=defeated.

No play Remnants of Old Robberies

HL2, Cirdan keys Ninevet to CS. Animal.1s13p5b.

HL1, Cirdan plays Fruitless Victory on Falathirm, 3hroll-2.mp-5=-4, fail.

Taurclax, 3p+1.wp+2.star+7mroll=13,ineff

Gorthaur, sh

HL2, Cirdan-x

HL1, Balin-x

HL1. Thg-x

TURN03-4.1

@ Grey Havens, U

T	Círdan the Shipwright	9	8	6	9	Sinda	W			Sa	D	1	Horn of Anor
T	Círdor	3	7	5	7	Sinda	W				D	2	Trusted Counsellor Elf-stone

@ Isildur's Tomb, T

T	Galdor	2	6	3	9	Sinda			R		D	1	Kinsman and Ambassodt Elf-stone	Swanships of Lindon
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Elf-stone	
T	Wood-elf	3	0	3	8	silvan	W		R			0		

Belegaer		Shipwright			Ardan Card Deck
Great Ship		Stealth			Bone-hilted Broadsword
Marsh-Drake		Stealth			Curubor
Pit Trap		Tempering Friendship			Staff of Eldarion
Tinmirthalioin		0			Jungle Demon
0		0			0
Turn: 3	Hand: 8	MP: 6	PD: 60	SP: 4	Remnants of Old Robber
Court	Court2	Malezar	Indur	DWARF	Swamp-Dragon
					0

Safe From the Shadow Gates of Morning

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings, Rank Upon Rank

, Full of Froth and Rage

UNTAP

ORG

Círdor no tap remove hazard, 9hroll-3x=6, fail.

Shipwright played at Grey Havens.

Círdan transfers Horn of Anor to Shipwright, -1.croll=auto.

Círdan and Círdor move to Tol Fuin using Belegaer to reduce Deep Coastal Sea region to one region and Great Ship.

Galdor and Dweller move to Grey Havens using Stealth; Dweller taps.

Shipwright stays.

Wood-elf moves to Edhellond.

MOVE.3

Shipwright, -haven

HL2, Court uses OG Jungle Demon

HL1, Court2 plays Heedless Revelry. 8hroll-2.hero=6>3.mind. taps Shipwright

Cirdan, fd-c-c3,sh Tol Fuin, Great Ship

HL2, Court plays Gnaw with Words on Cirdor to tap him.

HL1, Court keys Ninevet to CS. 1s.13p5b, FFR=1s.15p5b,attacker

Cirdor taps using Great Ship to cancel.

Galdor, -w-w-w-fd,haven Grey Havens, Stealth.

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Woodelf, -w-w-w-w,fh

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Smoke Rings shuffles Marvels Told.

SITE

END Galadriel.Gandalf(next turn)

{good turn.

TURN 04 vs. Court1

MOVE

Gorthaur, -,sh
HL2, Gandalf-x
HL1, Cirdan-x
HL1, Thg-x

TURN 04 vs. Indur

MOVE

Indur, -,haven Amaru
HL2, Cirdan uses OG Lindion the Oronín
HL1, Gandalf-x
HL1, Thg-x [Death of a Kinsman, Foe Beyond Any of You, Snow in the Mou, Wing U Trees]

Sakalure, -bl-j-j,bl Sarul
HL3, Cirdan-x {only hazard is Marsh-drake}
HL2, Gandalf-x {no hazards at all}
HL1, Balin keys The Border-watch to BL, men.5s7p
 Sakalure plays Calm-Song. -2.item-3.res+8.croll=3,pass. {risky}
 Sakalure, 3p-3x+5mroll=5,taps
 Krinda, 2p-3x+7mroll=6,taps
 Horseman, 3p-3x-2e+10mroll=8

Hargrog, -bl-bl-w Fhul
HL2, Cirdan plays Awaken Defenders

TURN04-3.1 {Dark dwarves in Angmar and Gundabad}

@ Grey Havens, U

T	Shipwright	3	0	3	7	sinda	W			Sa	1	Horn of Anor		
U	Galdor	2	6	3	9	Sinda		R		D	1	Kinsman and Ambassador	Elf-stone	Swanships of Lindon
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc			1	Elf-stone		

@ Edhellond, U

U	Wood-elf	3	0	3	8	silvan	W		R		0			
---	----------	---	---	---	---	--------	---	--	---	--	---	--	--	--

@ Tol Fuin, U

T	Cirdan the Shipwright	9	8	6	9	Sinda	W			Sa	D	0		
T	Cirdor	3	7	5	7	Sinda	W				D	1	Trusted Counsellor	Elf-stone

Belegaer		Stealth				A Little Gold Ring
Blue Mountain Dwarves		Swanships of Lindon				Ambusher
Marsh-Drake		Tempering Friendship				Death of a Kinsman
Secret Passage		Tinmirthalioin				Ruse
0		0				The Border-watch
0		0				The Least of Gold Rings
Turn: 4	Hand: 8	MP: 7	PD: 49	SP: 5		Ulaar
Indur	Court	Court2	Malezar	DWARF		Unabated in Malice
						0

Much-trodden Paths Safe From the Shadow Gates of Morning

Star of High Hope

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, Full of Froth and Rage, Rank Upon Rank

, Lapse of Will, Awaken Defenders

UNTAP

ORG

Swanships of Lindon played on Cirdor.

Shipwright transfers Horn of Anor to Galdor, -1cc + croll = auto.

Shipwright stays.

Woodelf stays.

Cirdan+ stays.

Galdor and Dweller move to Blue Mountains, Dweller taps to play Stealth.

MOVE.4

Shipwright, -,haven Grey Havens

HL2, Indur-x

HL1, Court-x

Wood-elf, -,fh Edhellond.stage

HL2, Indur keys The Border-watch to fh. Men. 2s7p,det, RUR=3s8p

Woodelf, 3p+2.star+1.lapse-3x-2e+4sroll=5,taps

Cirdan, -,sh Tol Fuin

HL2, Indur plays Unabated in Malice on AA. +1s +1p -2b

Galdor, -fd-w,fh Blue Mountains; Stealth

HL2, Indur-x Has x2 Ambusher in hand

HL1, Court-x

SITE

Blue Mountains. No AA

Galdor taps to make INF attempt on Blue Mountain Dwarves.9

Plays Tempering Friendship

+2.di+1.kinsman+2.horn+4.res-2.mod(elf)+5iroll=12,pass

Tol Fuin. (1)Demons---each character faces a strike with 9p; UiM+LoW=each.9p

Cirdan, 6p-3x+2.star+8sroll=13

Cirdor, 5p+10sroll=15

Cirdan taps to play Tinnirthalion, taps site.

END

{good turn; lucky with Stealth and Cirdan strike}

TURN05 vs Smaug

MOVE

Smaug, -,haven. LM.DD
HL3, Cirdan plays Something Else At Work on Smaug
HL2, Cirdan uses OG Elven Handmaid
HL1, Elrond-x

Perchen, -w-w,bh. Lake-town. GEUD
HL3-1, Cirdan plays Lure of Expedience on Layos
HL1, Cirdan plays Lure of Expedience on Perchen

TURN05 vs Throkmau

MOVE

Talmog, -sl,sh. Kala Dulakurth
HL3, Balin keys Ghouls to sh. Undead.5w7,normal at site.
Take no chance. Wait, no ranger for event CAC. Shaman plays Bold Thrust.
Talmog, $7p+1.stare-3x+6mroll=11$,defeat
Shaman, $3p-1t-2e+3.res+7mroll=10$,defeat
Pride: Shaman makes cc, $-1.item-1.corlagon(rune)+croll=auto$
Claw, $5p+7mroll=12$,defeat. Killed creature. Trophy to Talmog

WATTAN shuffles Bold Thrust.

HL1, Cirdan keys Marsh-drake to SL. Drake.2s11p
Talmog, $7p+1.stare+4mroll=12$,defeat
Shaman, $3p-1t+5mroll=7$, success. 7broll=wounded.

Dakalmog,-,sh. Deep Cleft flying
HL2, Balin uses OG Glamour of Surpassing Excellence
HL1, Cirdan-x
HL1, Thg-x

Throkmau, -ww-sl,haven. Shab Arch
HL3, Balin plays Times are Evil
HL1, Cirdan-x
Thg has Wings Under Trees in hand.

TURN05 vs Lomaw

MOVE

Lomaw, -,haven. Collarmount.
HL3, Gandalf uses OG Halfling Strength
HL2, Balin-x Watcher in the Water in hand.
HL1, Cirdan-x
HL1, Thg-x

TURN05 vs Durlach

MOVE

Durlach, -,haven. Eithel Morgoth.

HL5, Elrond-x

HL4, Gandalf-x

HL3, Balin-x

HL2, Cirdan -x

HL1, Evermist-x

Durlach taps to play Voices of Malice to target Taint of the Wilds,

Elrond plays Wrath of the West, 8hroll-6x=2, cancel minion resource.

{Elrond can play this since there is a Hazard limit “remaining”.

TURN05-1.1

{ Dwarf at Carn Dum, Barad Lughilsarik, Morkai }

@ Tol Fuin, T

T	Cirdan the Shipwright	9	8	6	11	Sinda	W			Sa	D	2	Tinmirthalion		
T	Cirdor	3	7	5	7	Sinda	W				D	1	Trusted Counsellor	Elf-stone	Swanships

@ Blue Mountains, T

T	Galdor	2	6	3	9	Sinda				R		D	2	Kinsman and Ambassod	Elf-stone	Swanships	Horn of A
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc					1	Elf-stone			

@ Grey Havens, U

U	Shipwright	3	0	3	7	sinda	W				Sa		1			
---	------------	---	---	---	---	-------	---	--	--	--	----	--	---	--	--	--

@ Edhellond, U

T	Wood-elf	3	0	3	8	silvan	W			R			0			
---	----------	---	---	---	---	--------	---	--	--	---	--	--	---	--	--	--

Belegaer		Petty-Dwarves(H)			An Unexpected Outpost
Bladeorthin		Secret Passage			Down Down to Goblin To
Elven Handmaid		Valglin			Get You Gone
Marsh-Drake		0			Hoard Well-Searched
0		0			Jewel of Beleriand
0		0			Smaug the Golden
Turn: 5	Hand: 8	MP: 9	PD: 38	SP: 5	The Iron Crown(M)
Smaug	Throkmav	Lomaw	Durlach	DWARF	Trolls from the Mountains
					0

Safe From the Shadow

Star of High Hope Lapse of Will

, The Watchful Peace, Wardens of the Woodland Realm

, Corlagon At Home, Doors of Night, Mordor in Ruins

, Times are Evil

, Fell Winter, Pride

UNTAP

ORG

Galdor+ move to Grey Havens.

Cirdan+ move to Grey Havens discarding Belegaer making The Sundering Seas a single CS for movement.

Shipwright stays at Grey Havens.

Wood-elf stays at Edhellond.

MOVE.5 Fell Winter, DON, changes FD to BL.

Wood-elf, -,fh. Edhellond.

HL2, Smaug plays An Unexpected Outpost, DON, to shuffle from SB: [Searching Eye x2]

Shipwright, -,haven. Grey Havens

HL2, Smaug uses OG Get You Gone

HL1, Throkmaw-x

HL1, Smg plays Swarthy Sneering Fellow as agent face-down.

Galdor, -w-bl,haven. Grey Havens.

HL2, Smaug plays Lure of Power

Cirdan, -c-c-bl,haven. Grey Havens

Plays Twilight to target Doors of Night.Durlach

HL2, Smaug-x

HL1, Throkmaw-x

HL1, Smg plays My Precious on his site

Longbottom Leaf shuffles from SB: [Dreams of Lore x2]

Dreams of Beleriand in play; need to visit Lond Daer for greater item.

SITE

END Radagast.Balin

[move to play elf ally, then south to play Dreams of Lore south of Gondor]

TURN06 vs Smaug

MOVE

Luitprand, -,haven. LM
HL2, Gandalf uses OG Wizard Uncloaked
HL1, Cirdan-x

Smaug, -w,RL. Long Marshes. Hunting
HL3, Gandalf-x {has 10 resources in hand}
HL2, Cirdan (Marsh-drake, Ninevet) keys Ninevet to Swamp.animal.1s13p5b
Smaug, 11p-2.hunt-1t+5mroll=13,ineff.

TURN06 vs Lomaw

MOVE

Disciple, -,haven. Collarmount
HL2, Cirdan uses OG Elven Handmaid
HL1, Gandalf-x
HL1, Thg-x

Hældwyn, -ww,haven. Collarmount
HL3, Cirdan plays Lure of Expedience on Ice-Troll
Two Stirring Bones have no chance.
HL1, Gandalf (no hazards)
Lomaw taps to play Voices of Malice to target Lure of Expedience.

Lomaw, -ww,RL. Celeb-Ost
HL3, Cirdan keys Stirring Bones to WW, undead.2s9p; get mode removed.
Lomaw, 8p-1t-1e+3mroll=9,ineff
HL2, Cirdan keys Stirring Bones to WW, undead.2s9p; get mode removed.
Lomaw, 8p-1t-1e+3mroll=9,ineff; Really? Two rolls of three? Roaming now in hand.

TURN06 vs Throkmaw

MOVE

Talmog, -ud,sh. Cobalt-Deeps
HL3, Elrond-x
HL2, Balin-x
HL1, Cirdan-x Marsh-drake,Sea-Serpent in hand

TURN06 vs Durlach

MOVE

Agog, -ud,sh. Mount Gundabad
HL4, Balin-x
HL3, Elrond-x
HL2, Gandalf-x
HL1, Cirdan-x
HL1, Thg-x

TURN06-2.1

{Dark Dwarvse at Tol Lamfirith, Carn Dum}

@ Grey Havens, U

U	Cirdan the Shipwright	9	8	6	11	Sinda	W			Sa	D	2	Tinnirthalion			
U	Cirdor	3	7	5	7	Sinda	W				D	1	Trusted Counsellor	Elf-stone	Swanships of Lindon	
U	Shipwright	3	0	3	7	sinda	W			Sa		0				
U	Galdor	2	6	3	9	Sinda					R	D	2	Kinsman and Ambassod	Elf-stone	Swanships Horn of A
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Elf-stone			

@ Edhellond, U

U	Wood-elf	3	0	3	8	silvan	W			R		0			
Elven Handmaid		Petty-Dwarves(H)						Crept Along Cleverly							
Falathrim		Sea Serpent						Crept Along Cleverly							
Longbottom Leaf		Secret Passage						Doors of Night							
Marsh-Drake		Secret Passage						Ando-anca At Home							
Valglin		0						Join With That Power							
0		0						Path to Vileness							
Turn: 6	Hand: 8	MP: 9	PD: 26	SP: 5				Strange Rations							
Lomaw	Smaug	Throkmav	Durlach	DWARF				0							
								Roaming							

Safe From the Shadow Crown of Flowers

, The Watchful Peace, Wardens of the Woodland Realm

, Corlagon At Home, Lure of Power, Summons From Long Sleep, Khuzadrepa at Home, Mordor

Rebuilt

, Rank Upon Rank

UNTAP

ORG

Cirdan taps to dump from SB to DP: [Clad for War, The Doom of Choice, The Evenstar x3]

Elven Handmaid played at Edhellond.

{keep dwarf faction in hand until Tempering Friendship drawn. }

Cirdor transfers Elf-stone to Shipwright, -1.item+croll=auto.

Cirdan transfers Tinnirthalion to Cirdor, Cirdor supports, -2.item+1.sup+croll=auto.

Cirdan,Cirdor stay.

Woof-elf, Handmaid stay.

Galdor,Dweller,Shipwright move to Bar-en-Ibûn using Secret Passage,

MOVE

Cirdan, -,haven. Grey Havens

HL2, Lomaw plays Doors of Night, discarding Crown of Flowers.Balin

HL1, Lomaw plays Ando-anca At Home

Galdor, -fd-cs-cs-w,RL. Bar-en-Ibûn, Secret Passage, tapping Shipwright to reveal site.

HL3, Lomaw places Were-worm on Summons From Long Sleep

HL1, Smaug-x

HL1, Smg-x

Woodelf, -,haven. Edhellond,

HL2, Lomaw uses OG Ice-Troll

HL1, Smaug-x

HL1, Smg-x

SITE

END Radagast.Elrond

{play ally next turn}

Long Winter taps Bar-en-Ibûn

MOVE.7 Throkmaw

Lomaw, -ww, haven. Collarmount

HL3, Elrond-x

HL2, Cirdan-x

HL1, Gandalf plays on Lomaw Something Else at Work

MOVE.7, Durlach

Agog, -dd-sl-ww-ww, RL. Orod Certhas

HL4, Cirdan keys Chill Douser to RL. Undead.

Agog plays Crept Along Cleverly, R, to cancel.

Passive: Taint of the Wilds cc, -2.taints+8croll=6.

HL3, Cirdan keys Marsh-drake to SL, drake.2s11p.

Agog plays Crept Along Cleverly, R, to cancel.

Passive: Taint of the Wilds cc, -2.taints+5croll=3

HL2, Cirdan keys Marsh-drake to SL, drake.2s11p.

Wounded Maggot steps on a branch, awakens drake.

Agog, 6p+5mroll=11, ineff

Hill, 5p+8mroll=13

Gandalf had Angmarim Tribesman in hand.

Great Secrets Buried There played as a resource: Hammer of the Underworld

Shaman taps to play Voices of Malice, Taint of the Wilds, -2.res+2.balrog+croll=auto

Captain, -, RL. Maglgolodh's Cave

HL3, Cirdan plays Courtesy Lessened of Late OG Falathrim in hand.

HL2, Balin-x Has Hermit Troll in hand.

HL1, Elrond-x has Elven Archers in hand.

Durlach, -, haven. Eithel Morgoth

Durlach taps using Strangling Coils to untap Shaman

HL3, Cirdan uses OG Petty-Dwarves(H) to play Dreams of Lore for LostK for Lond Daer.

HL2, Balin-x

HL1, Elrond-x

MOVE.7, Smaug

Smaug, -RL. Long Marshes Angurth at At Home

HL3+1, Balin uses OG Watcher in the Water

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

TURN07-3.1

{Dark dwarves at Andoloki, Carn Dum}

@ Grey Havens, U

T	Círdan the Shipwright	9	8	6	9	Sinda	W			Sa	D	0		
T	Círdor	3	7	5	9	Sinda	W				D	2	Trusted Counsellor	Tinmirthalic
													Swanships of Lindon	

@ Bar-en-Ibûn, T

T	Shipwright	3	0	3	7	sinda	W			Sa		1	Elf-stone		
U	Galdor	2	6	3	9	Sinda			R		D	2	Kinsman and Ambassador	Elf-stone	Swanships Horn of A
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Elf-stone		

@ Edhellond, U

U	Wood-elf	3	0	3	8	silvan	W			R			0	
U	Elven Handmaid	2	0	1	7	silvan					Sa		0	

Círdan the Shipwright	Great Ship					Cardolanian Whalers
Círdan the Shipwright	Ninevet					Crossing the Borders
Falathrim	Secret Passage					Durlach
Gaerennon	Smoke Rings					Goblin-Miner
Valglin	0					Maker's Map
0	0					Master of Dread and Fear
Turn: 7	Hand: 8	MP: 9	PD: 16	SP: 5		Wyrmsiege
Durlach	Lomaw	Smaug	Throkma	DWARF		0

Safe From the Shadow Crown of Flowers

, The Watchful Peace, Wardens of the Woodland Realm

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home,

Khuzadrepa at Home, Doors of Night, Ando-anca At Home, Many Shapes of Power and Fear,

Bairanax at Home, Mordor Rebuilt

, Beacons Alight

, Bonds of Winter, Long Winter, Great Secrets Buried There

UNTAP

ORG

Círdan Shipwright taps to shuffle from SB: [Elves of Edhellond]; Tempering F. in deck.

Avatar card untaps Círdan Shipwright.

Smoke Rings shuffles from DP: Marvels Told

Círdan+ move to Himring

Galdor+ move to Amon Lind.

Woodelf+ stay.

EOOP: Secret Passage on the water for Círdan.

LONG Long Winter.Durlach discarded.

MOVE.7-Cirdan

Woodelf, -,FH. Grey Havens.

HL2, Durlach plays Crossing the Borders; select The Stones. Pukel-creature. 2s9p

Woodelf, 3p+8sroll=11

Handmaid, 1p+8sroll=9

HL1, Durlach uses OG Goblin-Miner

Galdor, -w-w-w,BH. Amon Lind. (WWW)

HL3, Durlach plays Wyrmsiege on new site; using True Fire-drake

HL1, Lomaw keys Were-wolf to WWW. Demon.wolf. 1s12p5b

Shipwright, 3p+8sroll=11, success. 7broll+1.card=8,killed.

Many Shapes of Power and Fear is inverted so no demon bonus.

Cirdan, -fd-w,RL. Himring. Secret Passage.

HL2, Durlach-x Has Cardolanian Whalers in hand.

HL1, Lomaw discard Many Shapes of Power and Fear via Coeval with Age and Power

For +1 to HL.

HL1, Smaug moves agent Gergeli,FD, First time, from Nuriag Camp to Variag Camp to be read against King Vidugavia.

SITE

Amon Lind. Wyrmsiege; must be Turukolon after Lord Thrain's dwarves visited.

True Fire-drake, drake.2s13p

Galdor, 2p+3sroll=5, 7broll+1.delta=8,wounded

Dweller, 2p+6sroll=8, success. 10broll+1.delta=11,killed.

Discard both Elf-stones to not load Galdor with corruption.

Himring. AA-undead.1s8p

Cirdan, 6p+4sroll=10

Cirdor taps to play Gaerennon, taps site.

Avatar card untaps Cirdan SW.

Cirdan taps using Dreams of Beleriand to play Dreams of Lore at tap site in Elven Shores.

Now use Lost Knowledge to visit Lond Daer to play greater weapon item.

END Galadriel.Balin

{Cirdan moves to Edhellond next turn; then all to Lond Daer}

TURN08 vs Throkmau

MOVE

Talmog, -ud, haven. Shab Arch

HL3, Cirdan-x

HL2, Gandalf plays Returned Beyond All Hope to grab from DP: Wandering Eldar
Avatar card untaps Throkmau the Vain.

Bonds of Winter no effect.

Dakalmog, -sl-ww-w, RL. Amon Anlug. swamp +1P/+1B, Throkmau.

HL2, Cirdan keys Ninevet to the new site swamp. Animal.1s13p5b, attacker

Crept Along Cleverly played by Ice-Troll, Ranger cancels attack.

HL1, Cirdan uses OG Valglin

Stirring Bones, Chill Douser in hand.

Throkmau, -sl-ww-w, bh. Ligr Wodaize Berne, flying. Hunger.

HL3, Cirdan-x

HL2, Gandalf-x, Wandering Eldar no good.

HL1, Balin-x

Elrond has Elven Archer in hand.

MOVE.8, Lomaw

Lomaw, -ww-cscs, RL. Shoreless Isles

HL3, Balin-x

HL2, Elrond-x

HL1, Cirdan keys Stirring Bones to WW. Undead.2s9p, to discard Hunger

Lomaw, 8p-1t-1e+9mroll=16, gathered bones. Discard Hunger.

{Interesting; creature of bones becomes Gathered Bones and fulfills Hunger}

MOVE.8-Durlach

Agog, -, RL. Orod Certhas

HL3, Gandalf uses OG Doomed to Die

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

Agog, 6p+6mroll=12, defeat

Maggot, 3p-2w+1.wp+5mroll=7, success. 8broll+1w=9, killed. Miner's Pick to Hill Troll.

Crook taps Iron Shield of Old to make strike ineff.

Hill, 5p+5mroll=10 {drew magic card, Beasts of Angband}

Durlach, -, ud, haven. Forges

HL3, Gandalf uses OG Hobbits; ally in hand

HL2, Cirdan-x

HL1, Elrond-x

HL1, Thg-x

Captain, -w-sl, SH. Pendrath na-Udûn

HL3, Gandalf-x

HL2, Cirdan-x

HL1, Elrond plays Enchanted Stream on company

TURN08-1.1

{Dark at Brandy Hall played Blazon of the Eye, Carn Dum}

@ Himring-T

T	Cirdan the Shipwright	9	8	6	9	Sinda	W			Sa	D	0	Dreams of Beleriand		
T	Cirdor	3	7	5	10	Sinda	W				D	3	Dreams of Lore		
													Trusted Counsellor	Tinmirthali	Gaerennor
													Swanships of Lindon		

@ Edhellond,U

T	Wood-elf	3	0	3	8	silvan	W			R		0		
T	Elven Handmaid	2	0	1	7	silvan				Sa		0		

@ Amon Lind, U

W	Galdor	2	6	3	9	Sinda				R		D	2	Kinsman and Ambassod	Elf-stone	Swanships	Elf-stone
Aranruth		Marvels Told				An Unexpected Outpost											
Elves of Edhellond		Tempering Friendship				Broad-Headed Spear											
Great Ship		0				Foes Shall Fall											
Marvels Told		0				Great Bats											
0		0				Hide Pitted with Corrupti											
0		0				Orc sniffer											
Turn: 8	Hand: 8	MP: 8	PD: 8	SP: 5	Voices of Malice												
Throkmav	Durlach	Lomaw	Smaug	DWARF	Winged Fire-drake												
		0															

Safe From the Shadow Crown of Flowers

, The Watchful Peace, Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrep at Home, Ando-
anca At Home, Bairanax at Home, Mordor Rebuilt, The Black Gate Closes

, Bonds of Winter, Great Secrets Buried There

{Need to draw Vanish into Sunlight}

UNTAP

ORG

Cirdan+ moves to Grey Havens.

Wood-elf+ stays.

Galdor moves to Minas Tirith for safety to avoid wilderness against this division.

Great Ship played on Cirdan's company.

MOVE

Woodelf,-,haven. Edhellond.

HL2, Throkmaw plays An Unexpected Outpost to shuffle from SB: Despair of the Heart

HL1, Throkmaw uses OG Great Bats; need to draw ice-drake!

Galdor, -w-bl-bl-fd,fh. Minas Tirith

HL2, Throkmaw plays All This Dwarvish Racket

HL1, Throkmaw uses OG Dark Tryst

Life More Enduring played.

Cirdan, -cs-fd, Grey Havens. Great Ships

{Risky blow now in hand}

HL2, Throkmaw keys Ice-Drake to Elven Shores. Drake.2s15p, Face it!

HL1, Throkmaw plays Foes Shall Fall on Cirdor.

Cirdan plays Risky Blow

Cirdan, 6p-1t+3.res+7sroll=15

Cirdor, 5p+2.card+6sroll=13, success. 9broll=wounded.

Foe Shalls Fall on Cirdor.

Handmaid taps to play Marvels Told, Foes Shall Fall, 5scroll-2.res=3.

SITE

Edhellond, AA1-elves.3s9, detainment if 6-11 SP; 5SP=cancelled.

Woodelf taps to make INF on Elves of Edhellond.10

Playing Tempering Friendship

+2.mod(elf)+4.res+7iroll=13,taps site.

END Galadriel.Elron

Deck Exhausts. First player to exhaust.

All This Dwarvish Racket .Throkmaw discarded with deck exhaust.

{Bad that good cards are in hand; Edhellond will then be sent to discard pile.}

Marvels Told, The Evenstar, Shipwright, Annalena, Arinmîr sent to sideboard.

{Both unique characters due to discarding their home site next turn}

An Unexpected Outpost x3, Arouse Defenders x2 shuffled into new deck from SB.

83 cards in 2nd deck, 2PD.

Swanships of Lindon played on Cirdan the Shipwright.

DECK 1 REVIEW

Card use:

91h, 61p, 23d, 5r, 1v, 6o. to hand, played, discarded, recycled, avatar shuffle, on-guard.
Average cards played for player is 10.

Two non-unique characters killed. Weak to start second deck to play more characters.
4 body checks from 13 strikes faced.

Danger at Lond Daer: Cirdan faced -7p delta strike using Risky Blow;

Cirdor faced -8p delta strike with his 10 body and had a body check.

Then again at Tol Fuin; both rolled at -4p delta strikes.

Uncomfortable making those rolls; putting the elves in this situation.

Three elves visited Amon Lind on Turn 7. Wyrmsiege and Were-wolf killed two elves.

Six sites are tapped with two factions played.

Resources strategy was successful to play two big items. Will be more cautious until a build-up of two strong companies, minus avatar, are made.

27 hazards were played including 14 creatures. 50% more than average for heros.

May need to switch with other heroes who have harder to play hazards for next Fate game, which will happen in 30 years.

Faced 27 hazards, about average for heros.

TURN09 vs

TURN09-1.1

{Dark at Ruined Signal Tower, Carn Dum}

@ Grey Havens, U

T	Cirdan the Shipwright	9	8	6	9	Sinda	W			Sa	D	0	Dreams of Beleriand		
W	Cirdor	3	7	5	10	Sinda	W				D	3	Dreams of Lore	Swanships of Lindon	
													Trusted Counsellor	Tinmirthali	Gaerenor
													Swanships of Lindon		

@ Minas Tirith, U

W	Galdor	2	6	3	9	Sinda			R		D	2	Kinsman and Ambassodt	Elf-stone	Swanships	Elf-stone
---	--------	---	---	---	---	-------	--	--	---	--	---	---	-----------------------	-----------	-----------	-----------

@ Edhellond, T

T	Wood-elf	3	0	3	8	silvan	W		R			0			
T	Elven Handmaid	2	0	1	7	silvan				Sa		0			

Aranruth		One Foe to Breed a War		Black Rider	
Cirdan the Shipwright		Panic		Dwar Unleashed	
Elves of Lindon		#REF!		Leamon	
Marvels Told		Vanish in Sunlight!		Leeches	
Vanish in Sunlight!		0		Neekerbreakers	
0		0		Some Secret Art of Flam	
Turn: 9	Hand: 8	MP: 9	PD: 79	SP: 5	Swarm of Bats
Dwar	Hoarmura	Uvatha	Ren	DWARF	The Tormented Earth

Safe From the Shadow Life More Enduring

, The Watchful Peace, Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrepá at Home, It Stinks, Heart Grown Cold,

Mordor Rebuilt, Doors of Night, Like Shreds of Cloud, The Black Gate Closes

, Out of the Swamps

UNTAP

ORG

Tharudan played at home site Edhellond.

Galdor moves to Edhellond.

Tharudan, Woodelf, Handmaid stay at Edhellond.

Cirdan+ move to Lond Daer.

MOVE

Tharudan, -,fh. Edhellond.

HL3, Dwar moves agent Wolf from Andoloki to Bree. Taps.

HL2, Dwar moves agent Freca, FD, from Puolihmisten Satama to home sites, taps.

HL1, Dwar moves agent Baugur, FD, from Thundercleft to home site, taps.

Cirdan, -fd-cs-cs-w,RL. Lond Daer. DON+discarding LK(Dreams of Lore, Dreams of Beleriand)

HL2, Dwar plays Never Seen Him on agent Freca.

Galdor, -fd-fd-fd-w,fh. Edhellond.

HL2, Dwar-x

HL1, Hoarmurath plays Plague of Wights

Tharudan taps to play Marvels Told, Plague of Wights, Woodelf supports,
-2.res+1.sup+croll=auto

SITE

Lond Daer, RL.

(1)Undead---3 strikes with 8 prowess; any character wounded by a strike must make a second body check modified by +2 immediately following the first body check.

Vanish in Sunlight played on attack. 3s6p

Vanish in Sunlight played on attack 3s4p

Cirdan, 6p-1t-1e+7sroll=11

Cirdor, 5p-1t+4sroll=8

Avatar card untaps Cirdan the Shipwright.

Cirdan taps to play Aranuth, taps site.

END Thranduil.Elron

The Doom of Choice played.