

starting company: golodhros + hador + eradan
play tips: main company should stay in the south. They
play a regiment to become overt and then they can go to
gobel mirlond (corsairs + black numenoreans), vale of
erech (gold chains in the wind V) and some other site to
complete the dunadan's scenario. Meanwhile akhórahil in
fell rider mode will go to a dwarf hold, and squat there for
his rings with the help of Hoard well seached V, to
complete his own scenario. He can tap to bring 5 magics
from sideboard to discard pile.

GCCG v0.9.6.3 Middle-earth deck

[CP-M] Akhórahil
#

Deck
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Hazard (29)

3 An Unexpected Outpost (DM)
1 Daelomin at Home (TD)
1 Dire Wolves (LE)
1 Dwarf of Waw (TW)
2 Fell Winter (LE)
2 Foolish Words (LE)
2 Full of Froth and Rage (AS)
2 Giant Spiders (TW)
1 Landroval (LE)
3 Lesser Spiders (TD)
1 My Precious (DM)
1 Radagast the Tamer (AS)
1 Spider of the Môrlat (DM)
3 Twilight (LE)
3 Wake of War (TW)
1 Wargs (TW)
1 Úvatha the Horseman (TW)

Hero Resource (1)

1 The Cock Crows (TW)

Minion Character (6)

3 Akhórahil the Ringwraith (LE)
1 Belegorn (LE)
1 Ciryaher (LE)
1 Firiél (DM)

Minion Resource (30)

2 Akhórahil Unleashed (LE)
2 Black Numenoreans (V1)
3 Dark Tryst (AS)
2 Driven as by a Madness (AS)
3 Fell Rider (LE)
1 High Helm (LE)
3 Hoard Well-searched (V2)

2 Regiment of Black Crows (AS)
1 Sable Shield (LE)
1 Some Secret Art of Flame (LE)
1 Spying out the Land (LE)
2 The Tormented Earth (AS)
1 Umbarean Corsairs (V1)
2 Voices of Malice (LE)
2 We Have Come to Kill (LE)
2 Weigh All Things to a Nicety (LE)

Pool
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Minion Character (4)

1 Eradan (LE)
1 Golodhros (DM)
1 Hador (LE)
1 Luitprand (LE)

Minion Resource (2)

1 Open to the Summons (WH)
1 Strange Rations (LE)

Sideboard
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Hazard (10)

1 Arthadan Rangers (LE)
1 Beorning Toll (LE)
1 Flies and Spiders (DM)
1 Gondorian Rangers (LE)
1 Knights of the Prince (AS)
1 Lost in Free-domains (TW)
1 Nameless Thing (DM)
1 Shelob's Brood (BA)
1 The Way is Shut (DM)
1 Thranduil's Folk (LE)

Minion Resource (16)

1 A Malady Without Healing (LE)
1 Akhórahil Unleashed (LE)
1 Gold Chains in the Wind (LE)
1 Gold Chains in the Wind (V2)
1 Hold Rebuilt and Repaired (V2)
2 Long Grievous Siege (BA)
1 Magic Ring of Delusion (LE)
1 Magic Ring of Shadows (LE)
1 Magic Ring of Weals (LE)
1 Rumor of the One (LE)
1 Smoke on the Wind (LE)
1 Sojourn in Shadows (WH)
1 Sudden Call (LE)
1 Voices of Malice (LE)
1 Words of Menace and Deceit (LE)