

# Overview of the Challenge decks - List of context

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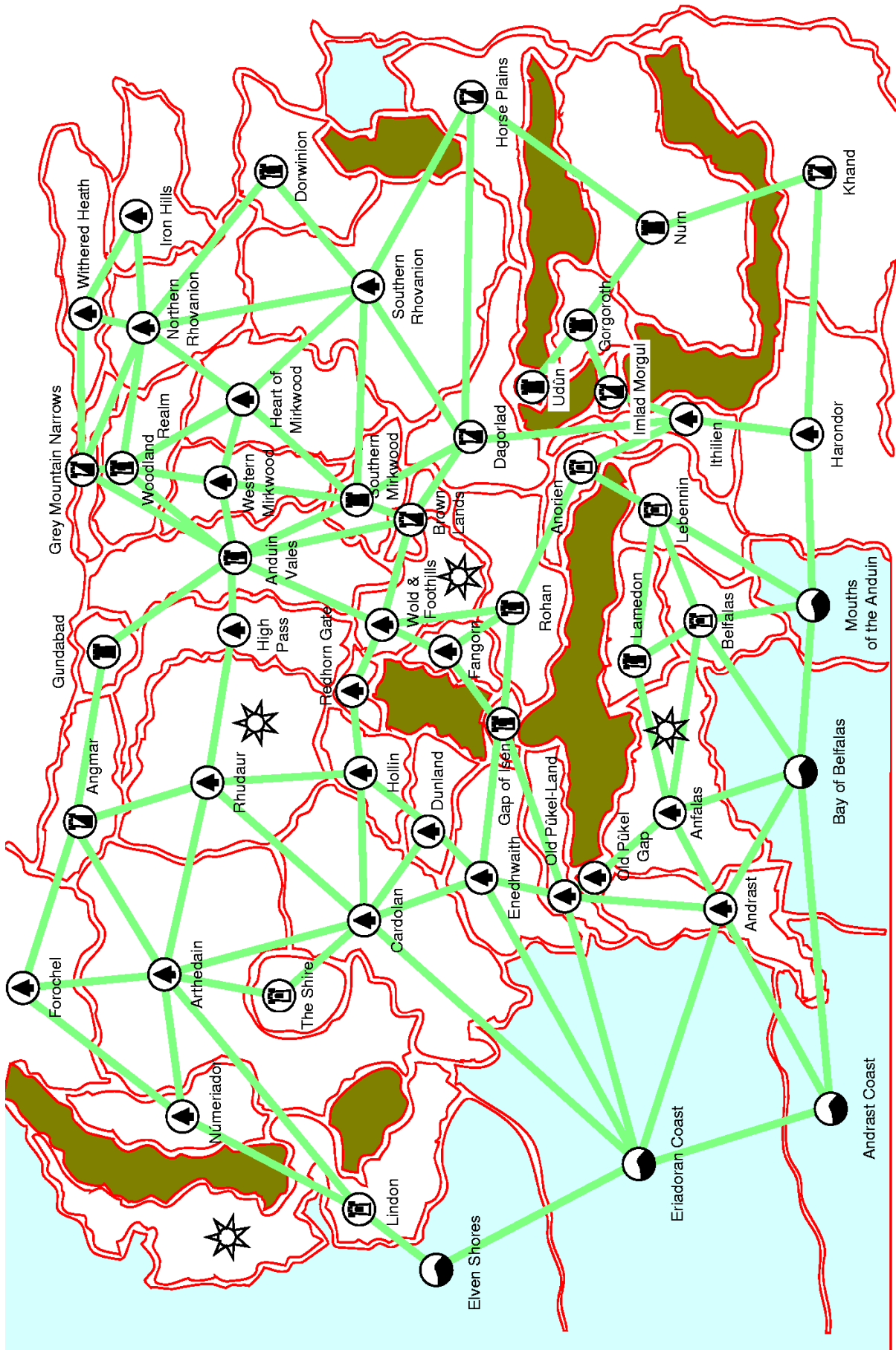
## DOCUMENT HISTORY

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### Challenge Decks Errata (only the first 10 – for the others you will find an individual section in the description of the deck)

- In the Dwar deck (H) and the Indûr deck (J); the Arkenstone should have the icon for a play deck card, not a sideboard card.
- Old Forest should read "healing effects," not "healing cards."

# Overview of the Challenge decks – MECCG-Map



Map created by John Richards  
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# Part I: Wizard Decks - Deck A

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## Stewards of Gondor

Challenge Deck A Deck List Total: 110 cards

### At Start (7)

Adrazar (with Horn of Anor)  
Anborn  
Fatty Bolger (with Cram)  
Glorfindell II  
Sam Gamgee

### Other Characters (8)

Saruman 3x  
Balin  
Haldir  
Ioreth  
Peath  
Théoden

### Hazards (30)

#### Creatures

Bert  
Hobgoblins 3x  
Little Snuffler  
Orc-guard  
Orc-lieutenant 3x  
Orc-warband 2x  
Orc-watch 3x

Tom  
William

#### Events

Alone and Unadvised 2x  
An Unexpected Outpost 2x  
Choking Shadows  
Doors of Night 3x  
Minions Stir 3x  
Twilight 2x  
Two or Three Tribes Present

### Resources (30)

#### MP Sources

Glamdring  
Hauberk of Bright Mail 2x  
Knights of Dol Amroth  
Men of Anfalas  
Men of Anórien  
Men of Lebennin  
Palantír of Orthanc  
Rangers of Ithilien  
Sapling of the White Tree  
Scroll of Isildur  
Treebeard

#### Supporting Resources

And Forth He Hastened  
Concealment 3x  
Dark Quarrels 2x  
Dodge 2x  
Great Ship [R]  
Halving Strength 2x  
Marvels Told 3x  
Smoke Rings  
Stealth 3x

### Sites (15)

Dol Amroth  
Edhellond  
Edoras  
Glittering Caves  
Henneth Annûn  
Isengard  
Isle of the Ulond  
Lond Galen  
Lórien

### Sites (15)

Minas Tirith  
Moria  
Pelargir  
Rivendell  
Tolfalas[R]  
Wellinghall

### Sideboard (20)

#### Resources

Alatar  
Align Palantír  
Many Turns and Doublings  
Promptings of Wisdom 2x  
Rebuild the Town  
Riders of Rohan  
The White Tree[R]  
Vanishment  
Wizard's Laughter  
Wizard Uncloaked

#### Hazards

Call of Home  
Eärcaraxë Ahunt  
Incite Defenders  
Muster Disperses 3x  
Rebel-talk 2x  
Twilight

## A - STEWARDS OF GONDOR (SARUMAN'S CHALLENGE DECK)

With Saruman's deck, Glorfindel and a group of Hobbits travel into the civilized confines of Gondor, south of the White Mountains, to rally mannish factions against Sauron's hosts. The deck relies heavily on attack avoidance. The hazards mix is a pure Orc/Troll strategy.

### Starting Companies (2) at Rivendell

- Glorfindel II controls Anborn.
- Fatty, Sam, and Adrazar form the second company. Fatty has Cram and Adrazar has Horn of Anor.

### Suggested Sites for Resources

Glamdring - Glittering Caves, Isle of the Ulond, Moria or Tolfalas  
Hauberk of Bright Mail 2x - Glittering Caves, Isle of the Ulond, Moria or Tolfalas  
Knights of Dol Amroth - Dol Amroth  
Men of Anfalas - Long Galen  
Men of Anorien - Minas Tirith  
Men of Lebennin - Pelargir  
Palantir of Orthanc - Isengard  
Rangers of Ithilien - Henneth Annun

# Part I: Wizard Decks - Deck A

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Sapling of the White Tree - Glittering Caves. Isle of the Ulond, Moria or Tolfalas

Scroll of Isildur - Tolfalas or Moria

Treebeard - Wellinghall

Riders of Rohan (sideboard) - Edoras

The White Tree (sideboard) - Minas Tirith

## Resource Play

As quickly as possible, Adrazar and the Hobbits need find themselves in Gondor so that Adrazar can recruit factions. Stopping at the Glittering Caves along to way to pick up a major item is ideal. Glorfindel and Anborn can pick up other resources as needed.

## Saruman

During the first free organization phase after bringing Saruman into play, tap him to bring Vanishment, Wizard's Laughter, and Wizard Uncloaked from the sideboard to the discard pile. He can then tap to take one of these spells to your hand as needed. Consider bringing Saruman into play at Isengard. This allows him to play the Palantir of Orthanc, and to use it, without moving. When using the Palantir, Saruman needs other characters in his company to support his corruption checks. you may consider moving Saruman to Wellinghall-as it is safer -if he wishes to use the Palantir every turn. In general, Saruman has plenty of tasks that require him to tap. If you lose key characters and need Saruman's presence in the field, give the Palantir to another character and bring Align Palantir in from the sideboard. A Hobbit is always a good choice to use an aligned Palantir.

## Hazard Play

A major aspect of an Orc/Troll strategy is forcing so many combat rolls on your opponent that statistical some strikes are bound to be successful, even if the prowess seem weak. The creatures in this deck have a high frequency of play, so it is usually a safe gambit to build them up in your hand waiting for a Minions Stir or Two or Three Tribes Present.

## Sideboard

After playing Sapling of the White Tree, tap Saruman to bring in The White Tree from your sideboard. After playing Palantir of Orthanc, you probably want Align Palantir. On the hazard end of things, your sideboard has the potential of destroying a Wizard opponent's general influence. This makes your opponent vulnerable to Muster Disperses and to your influence attempts against his marshalling point sources. If you recognize early in the game that your opponent is playing many factions, you may want to dedicate An Unexpected Outposts to bringing these hazards into your play deck. Use An Unexpected Outposts to recycle Minions Stirs and Doors of Night otherwise.

## Strategy Resources

Starting company is mediocre. Only one character (Glorfindel) is big enough to take a decent strike. The deck makes up for this with lots of canceller cards - not surprising with two Hobbits. The main focus of this deck is factions in Gondor - the Knights and three of the 2 MP factions. Adrazar should be able to get most of them, with his +5 against each of them. The rest of the points come from items, and everyone's favourite misc. point card, The White Tree, There's 6 items, and only 5 item sites, so at least one won't get played the first time around. Be careful with Isengard - save it to play your Wizard, since Rivendell is so far away from most of the sites in the deck. Tolfalas and Isle of the Ulond are two of the item sites, which makes Great Ship worth at least a little bit (I still would have rather seen a better rare, though). Be sure not to lose Treebeard, since he's your only ally - and his movement restrictions make him something of a pain to work around. Treebeard would definitely not have been my choice as the only ally in a deck.

## Strategy Hazards

The hazards are actually very good, for sealed deck-type play. The Orcs are playable against just about every deck, and Minions Stir makes them dangerous. Even minions have to fear Orcs keyed to Wilderness, and an Orc Warband at 7 @ 9 is very feasible - or an Orc-Lieutenant at 3 @ 13. And the three Troll brothers can do bad things to item-bearing little guys. I'd have rather seen a Lure of Nature rather than Alone and Unadvised, but you can't have everything. :)

# Part I: Wizard Decks - Deck B

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## Release the Prisoners

Challenge Deck B Deck List Total: 110 cards

### At Start (6)

Elladan  
Elrond [R] (with Cram)  
Erkenbrand (with Shield of Iron-bound Ash)  
Orophin

### Other Characters (9)

Alatar 3x  
Balin  
Beretar  
Bofur  
Elrohir  
Gildor Inglorion  
Haldir

### Hazards (30)

#### Creatures

Barrow-wight 3x  
Chill Douser 3x  
Corpse-candle 3x  
Slayer 3x  
Stirring Bones 2x

#### Events

Alone and Unadvised 3x  
Covetous Thoughts  
Dragon-sickness  
Lure of Expedience 3x  
Lure of Nature 3x  
The Moon Is Dead 3x  
Twilight 2x

### Resources (30)

#### MP Sources

Book of Mazarbul  
Goldberry  
Gollum  
Orcrist  
Rangers of the North  
Rescue Prisoners 3x  
Scroll of Isildur  
Sword of Gondolin  
The Windlord Found Me

#### Supporting Resources

Crown of Flowers  
Dark Quarrels  
Dodge 2x  
Escape  
Gates of Morning 3x  
Many Turns and Doublings 3x  
Muster  
Risky Blow 3x  
Safe from the Shadow  
The Cock Crows 2x  
Vilya [R]

### Sites (15)

Barrow-downs  
Blue Mountain Dwarf-hold  
Bree  
Carn Dûm [R]  
Goblin-gate  
Grey Havens

### Sites (15)

Isengard  
Lórien  
Lossadan Cairn  
Moria  
Mount Gram  
Mount Gundabad  
Old Forest  
Rivendell  
Zarak Dûm

### Sideboard (20)

#### Resources

Blue Mountain Dwarves  
Dark Quarrels 2x  
Forewarned Is Forearmed  
Great-shield of Rohan  
Marvels Told  
Promptings of Wisdom  
Radagast  
The Cock Crows

#### Hazards

Ambusher  
Corsairs of Umbar 2x  
Foolish Words 2x  
Ghosts 2x  
Seized by Terror  
The Ring's Betrayal  
Twilight  
Veils Flung Away

## B - RELEASE THE PRISONERS (ALATAR'S CHALLENGE DECK)

Elrond leads Alatar's companies into the Orc-holds of the mountains surrounding Rivendell. Their errand is to rescue Free People captives and recover stolen items. Gates of Morning and strong warriors see them through. The hazards feature a classic mix of corruption with Undead.

### Starting Company (1) at Rivendell

- Elrond controls Elladan. Erkenbrand controls Orophin. Elrond has Cram and Erkenbrand has Shield of Iron-bound Ash.

If you have multiple site-tapping resources in your initial draw, consider starting them as 2 companies: Elrond and Elladan, Erkenbrand and Orophin.

### Suggested Sites for Resources

Book of Mazarbul - Moria [storing it at the Blue Mountain Dwarf-hold]  
Goldberry - Old Forest  
Gollum - Goblin-gate  
Orcrist - Carn Dum or Mount Gundabad  
Rangers of the North - Bree  
Rescue Prisoners 3x - tapped Carn Dum, Mount Gram, Goblin-gate, Moria or Mount Gundabad  
Scroll of Isildur - Carn Dum or Mount Gundabad  
Sword of Gondolin - Barrow-downs or Zarak Dum  
The Windlord Found Me - Mount Gram

# Part I: Wizard Decks - Deck B

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Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold  
Great-shield of Rohan (sideboard) - Zarak Dum or Barrow-downs

## Resource Play

Alatar's deck makes active use of Gates of Morning. Its most powerful tactic is to cancel and discard the final hazard played against a company with Many Turns and Doublings if Gates of Morning is in play. Gates of Morning provides a natural defense against some of the more powerful hazards that require or benefit from Doors of Night. A patient player can elegantly rise to the threat of most hazards. Take the time to move Elrond to Rivendell to play Vilya. Store a Rescue Prisoners as soon as you can to get its character untapped. Do not forget you can do this at Bree, Old Forest, and the Blue Mountain Dwarf-hold in addition to at a Haven. you will face strong creatures in the mountains, but always consider tapping your characters to face strikes and waiting another turn to play that resource. you should receive many kill marshalling points.

## Alatar

Alatar works well being active and travelling with his characters. If his company is at a Haven, move it last to give him the option of "teleporting" to another company facing an attack. He has enough direct influence alone to bring any faction into play, but look to give him followers to free general influence in your defense. This deck is vulnerable to Muster Disperses.

## Hazard Play

Play corruption cards as soon as you can. As an exception, consider placing Lure of Expedience on-guard if you feel fairly certain a company will play an item. Then reveal it and place it on the character playing the item. He must make a dangerous corruption check. The Undead are fairly effortless to play. you can increase the threat of the corruption cards by playing Corpse-candle and Barrow-wight on corruption-laden companies. Hold off playing Chill Douser until another Undead. If an opponent is moving to a site with an Undead-automatic-attack, Chill Douser during the movement/hazard phase should make him think twice about entering the site. Consider this with The Moon Is Dead in play. Amassing bonuses to Undead-prowesses and strikes during a turn gives its own reward.

## Sideboard

After playing the Book of Mazarbul, tap Alatar to bring in the Blue Mountain Dwarves. Try to both store the item and recruit the faction with one trip to the Dwarf-hold. Of course, storing this item before the Free Council begins is the most important thing.

## Strategy Resources

Ah, an Alatar deck. Go around and kill stuff. :) Seriously, the starting company is pretty well suited for that, especially with Dodge and Risky Blow to help out. The Many Turns and Doublings can help out with the hazards that you can't defeat especially if the Gates are in play and you can reduce your hazard limit. The obvious theme is getting items and Rescue Prisoners. Safe from the Shadow is a nice touch and don't forget that Gollum and The Windlord Found Me can provide tapped Shadow Holds for Rescue Prisoners, as well as items. The sites were picked well; plenty of opportunity to play all the MP cards. Vilya can be used on one of your trips back to Rivendell with a Rescue Prisoners to get some of the warrior cards or Many Turns back. Careful playing with Gollum - 4 other decks (C, F, H, and J) have a manifestation of Gollum that you may run across.

## Strategy Hazards

Hazards are corruption based. The creatures cause checks, and the events give points. Simple, tried, and it'll work. Don't be afraid to throw a few sacrificial Undead, especially Corpse Candles, in the hopes of forcing more checks. Be careful with The Moon Is Dead - you have the Barrow Downs and Lossadan Cairn in your sites, and duplicated auto attacks are nothing to sneeze at. It's too bad that it's difficult to get at the hazards in your sideboard - the Foolish Words would probably be pretty useful, more than the third Moon Is Dead or one of the Stirring Bones.

# Part I: Wizard Decks - Deck C

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## Dwarven Quest

Challenge Deck C Deck List Total: 110 cards

### At Start (7)

Dori  
Glóin  
Kíli  
Óin (with Cram)  
Thorin II [R] (with Cram)

### Other Characters (8)

Pallando 3x  
Balin  
Boromir II  
Celeborn  
Fili  
Gildor Inglorion

### Hazards (30)

#### Creatures

Cave Worm 3x  
Giant Spiders 3x  
Lesser Spiders 3x  
Neeker-breekers 2x  
Wargs 2x  
Watcher in the Water 3x

#### Events

Despair of the Heart 3x  
Full of Froth and Rage 3x  
River 2x  
Seized by Terror 2x  
Twilight 2x  
Wake of War 2x

### Resources (30)

#### MP Sources

Book of Mazarbul  
Bow of Dragon-horn  
Durin's Axe  
Enruned Shield  
Gollum  
Hauberk of Bright Mail  
Iron Hill Dwarves  
Magical Harp  
Men of Dorwinion  
Quickbeam  
Wormsbane [R]

#### Supporting Resources

A Friend or Three 2x  
Bounty of the Hoard  
Concealment 3x  
Fellowship 2x  
Great-road  
Hundreds of Butterflies  
Lucky Search[R]  
Marvels Told  
Not at Home 2x  
Risky Blow  
Smoke Rings  
Thor's Map  
The Dwarves Are Upon you! 2x

### Sites (15)

Blue Mountain Dwarf-hold  
Buhr Widu

### Sites (15)

Caves of Úlund  
Dead Marshes  
Goblin-gate  
Grey Havens  
Iron Hill Dwarf-hold  
Lórien  
Moria  
Ovir Hollow  
Rivendell  
Sarn Goriwing  
Shrel-Kain  
The Lonely Mountain  
Wellinghall

### Sideboard (20)

#### Resources

Blue Mountain Dwarves  
Gates of Morning 2x  
Marvel's Told 2x  
Not at Home  
Promptings of Wisdom 2x  
Saruman  
The Old Thrush

#### Hazards

Covetous Thoughts 2x  
Foolish Words 2x  
Ghosts 3x  
Lost in Free-domains  
Muster Disperses  
Twilight

## C - DWARVEN QUEST (PALLANDO'S CHALLENGE DECK)

With the prompting of Pallando, Thorin II leads a company of Dwarves into the Dragon lairs and Shadow-holds east of the Misty Mountains in a quest for their people. The Dwarves operate with 3 good mix of fighting enhancement and attack avoidance. The hazards are Animals and Wolves.

### Starting Company (1) at Rivendell

- Thorin controls Kili and Dori. Glóin controls Óin. Thorin and Óin have the Crams.

### Suggested Sites for Resources

Bow of Dragon-horn - Ovir Hollow or with Bounty of the Hoard  
Book of Mazarbul - Moria [storing it at the Blue Mountain Dwarf-hold]  
Durin's Axe - Sarn Goriwing or Buhr Widu  
Enruned Shield - Caves of Ulund or The Lonely Mountain  
Gollum - Goblin-gate  
Hauberk of Bright Mail - Sarn Goriwing or Buhr Widu  
Iron Hill Dwarves - Iron Hill Dwarf-hold  
Magical Harp - Ovir Hollow or with Bounty of the Hoard  
Men of Dorwinion - Shrel-Kain  
Quickbeam - Wellinghall  
Wormsbane - Dead Marshes, Caves of Ulund or The Lonely Mountain  
Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold

# Part I: Wizard Decks - Deck C

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## Resource Play

This deck is loaded with items giving strong tactical advantages in play. Corruption is a natural danger when playing a large number of items, so take the time to play both Fellowships. In a deck using one large company, resources that allow multiple marshalling point sources to be played in one turn are needed for speed. This deck has three: Bounty of the Hoard, Lucky Search, and Thror's Map. Take special care to use these to their full advantage. Thror's Map is the most powerful of the bunch, so never discard it. Note that Lucky Search can only be played at Dead Marshes, Goblin-gate, Moria or Sarn Goriwing-not at a Dragon's Lair. This deck can fight creatures for marshalling points or cancel the overwhelming threats. After the first few risky turns, the Dwarven-company should be in a comfortable position when attacked.

## Pallando

Pallando should move to Lorien and form a company there from the play deck. This company is responsible for playing the two allies and the Book of Mazarbul-if not played with the Dwarves on an early turn. Otherwise, Pallando should not move unless you can properly protect him with tactical options from your hand. After playing Quickbeam, relocate Pallando's company to Rivendell. Tap Pallando to bring the Blue Mountain Dwarves into the play deck. His company should be in a convenient position to move to the Blue Mountain Dwarf-hold to store the Book of Mazarbul and play this faction.

## Hazard Play

The hazards attempt to swarm an opponent with high frequency of play creatures. Do not underestimate the role of Neeker-breekers. The greatest threats are the spiders and Watchers in the Water enhanced with Full of Froth and Rage and Wake of War. The hazards also have a roadblock sub theme that fills out its blind spots in the dark areas against Ringwraith opponents.

## Sideboard

The sideboarding for this deck is not as important as with other Challenge Decks. The most important play is bringing in the Blue Mountain Dwarves after playing the Book of Mazarbul. If you believe in your opponent has any sort of Dragon or Drake creatures, bring in The Old Thrush.

## Strategy Resources

Dwarves, Dwarves, and more Dwarves. And thus items, items, and more items - four of them hoard items. The starting company is pretty typically Dwarvish - high prowess, low body, and corruption prone. Make good use of the Fellowships and A Friend or Three once you've got some of the items. There are only three hoard sites, so use Thror's Map or Bounty of the Hoard to get two hoard items at one site if you can. Or maybe Lucky Search will get one for you - but be careful of that strike at the end! It's nice to have a Smoke Rings to use, especially since there are plenty of good cards in the sideboard - Not At Home and The Old Thrush could be very useful in this deck. This deck can produce a lot of MP quickly - calling the council early is a definite possibility. Again, watch Gollum - four other decks may want him, too.

## Strategy Hazards

Neeker Breekers? When there could have been Wolves? Cave Worms instead of Cave Drakes? The spider/animal/wolves thing is a good idea, but it won't take much help for the opposing companies to start raking in kill points. This is great against minions - everyone will have to tap, at least - but if you play against Alatar, expect to discard a lot of creatures or give away the MP in droves. Use your hazards to slow down the opponent and try to call then Council quick. Despair of the Heart rather than Lures? Sheesh.

# Part I: Wizard Decks - Deck D

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## Bargain between Friends

Challenge Deck D Deck List Total: 110 cards

### At Start (6)

Beorn (with Black Arrow)  
Gimli  
Halbarad  
Legolas (with Cram)

### Other Characters (9)

Radagast 3x  
Brand  
Celeborn  
Elrohir  
Haldir  
Háma  
Thranduil

### Hazards (30)

#### Creatures

Abductor  
Ambusher 3x  
Assassin[R]  
Brigands  
Corsairs of Umbar 2x  
Ghosts 3x  
Lawless Men 3x  
Sellswords Between Charters 3x  
Stout Men of Gondor

#### Events

Alone and Unadvised 2x  
Rank upon Rank 3x  
Seized by Terror 2x  
Thrice Outnumbered  
Tidings of Bold Spies 2x  
Twilight 2x

### Resources (30)

#### MP Sources

Beornings  
Bow of the Galadhrim  
Easterlings[R]  
Iron Hill Dwarves  
Men of Dorwinion  
Noble Hound 2x  
Noble Steed 3x  
Orcrist  
Torque of Hues  
Wood-elves

#### Supporting Resources

And Forth He Hastened  
Dark Quarrels 2x  
Flatter a Foe 2x  
Forewarned Is Forearmed  
Marvels Told 2x  
Muster  
New Friendship 3x  
Risky Blow 3x  
Vanishment 2x

### Sites (15)

Beorn's House  
Buhr Widu  
Dale  
Dead Marshes  
Easterling Camp [R]  
Edhellond

### Sites (15)

Gobel Mirlond  
Iron Hill Dwarf-hold  
Lórien  
Moria  
Raider-hold  
Rhosgobel  
Rivendell  
Shrel-Kain  
Thranduil's Halls

### Sideboard (20)

#### Resources

Dark Quarrels  
Forewarned Is Forearmed  
Gandalf  
Gates of Morning 2x  
Glamour of Surpassing Excellence 2x  
Great-shield of Rohan  
Marvels Told  
Men of Dale  
Promptings of Wisdom 2x  
Wain-easterlings  
Wizard's Laughter

#### Hazards

Corsairs of Umbar  
Horse-lords  
Itangast Ahunt  
Scorba Ahunt  
Seized By Terror  
Twilight

## D - BARGAIN BETWEEN FRIENDS (RADAGAST'S CHALLENGE DECK)

Along with Beorn, Gimli and Legolas, an unlikely duo of Dwarf and Elf, carry out missions of diplomacy in the hostile territories north of Mordor. Potent combat abilities with some subtle attack avoidance characterize these heroes of Radagast. The hazards feature ranks of roguish Men.

### Starting Companies (2) at Rivendell

- Beorn Gimli, and Legolas form one company. Beorn has Black Arrow and Legolas has Cram.
- Halbarad starts by himself and should stay in Rivendell.

### Suggested Sites for Resources

Beornings - Beorn's House  
Bow of the Galadhrim - Buhr Widu, Raider - hold or Gobel Mirlond  
Easterlings - Easterling Camp  
Iron Hill Dwarves - Iron Hill Dwarf-hold  
Men of Dorwinion-Shrel-Kain  
Noble Hound 2x - tapped Easterling Camp, Dale, Gobel Mirlond, Raider-hold or Shrel-Kain  
Noble Steed 3x - tapped Buhr Widu, Easterling Camp, Gobel Mirlond, Raider-hold or Shrel-Kain  
Orcrists - Dead Marshes or Moria  
Torque of Hues - Buhr Widu, Raider-hold or Gobel Mirlond

# Part I: Wizard Decks - Deck D

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Wood-elves - Thranduil's Halls

Great-shield of Rohan (sideboard) - Buhr Widu, Raider-hold or Gobel Mirlond

Men of Dale (sideboard) - Dale

Wain-easterlings (sideboard) - Easterling Camp (during 2nd deck cycle)

## Resource Play

The diplomat skill rises to the forefront in Radagast's deck. You should only begrudgingly discard New Friendships. This card helps with corruption checks, influence attempts, and Flatter a Foe, which can devastate a well planned turn of hazards. Try to play Forewarned is Forearmed only in response to the play of a creature or automatic-attacks it affects. You do not want an opponent to have an easy shot at killing your Assassin.

## Radagast

Radagast must play an active role for this deck to succeed. He certainly should move through Wilderness to draw extra cards, but do not feel you should maximize the Wildernesses in his site path or draw all the cards he has coming. You can always draw cards one at a time and determine the potential of each before choosing to burden your hand with more. If Radagast does not keep the card drawing in check, you will draw more marshalling point sources than you can play in one turn. This forces you to discard hazards or resource tactical options while you wait to play the marshalling points. If you discard the marshalling points instead, you may not be able to accumulate enough when later turns arrive. Radagast's direct influence should be used to control characters as soon as possible in order to free general influence. Until this happens, the deck is vulnerable to Muter Disperses and influence attempts by an opponent. The fact that he and a follower or two form a second strong company allows you to play more resources from your hand. His special ability then allows you to draw the next round of marshalling points-or a good complement of hazards-more regularly.

## Hazard Play

This deck has what is possibly the best creature in the game, Assassin. If the option is available, use Thrice outnumbered to recycle Assassin (unless you know your opponent is not going near its keyable sites).

## Sideboard

Against a corruption strategy, tap Radagast to bring in Glamour of Surpassing Excellence as soon as possible. This card is more against corruption than meets the eye. The Dragon Ahunt cards offer a nice opportunity against opponents who travel consistently in their affected regions, so quickly bring these in once you recognize you are playing the right opponent.

## Strategy Resources

A "Kill the Minions" deck? Seems like it could work that way. Everyone but Halbarad in the starting company is pretty big. Orcrist for Gimli and The Bow of the Galadhrim for Legolas, plus a bunch of non-unique allies to add strikes in company vs. company combat, gives a definite advantage against the minion companies in these decks. Plus 15 points worth of factions, in case you can't go kill people. And for getting all these things, Beorn and his Black Arrow can be a big help. All in all, the resources seem well balanced.

## Strategy Hazards

Three Ghosts? Strange, in otherwise totally Man hazard strategy. And the -Man strategy is pretty good, at least against Heros. It's not quite as good against minions, since they won't spend as much time in border lands/holds - Lawless Men and Sellswords still work, though. Thrice Outnumbered is neat, too - as long as your Men don't get defeated. And in the sideboard, there are a couple of Dragons Ahunt to punish anyone foolish enough to venture into the Northeast. Other than, the Ghosts, this is a very good hazard deck.

# Part I: Wizard Decks - Deck E

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## Return of the King

Challenge Deck E Deck List Total: 110 cards

### At Start (6)

Aragorn II  
Arwen [R] (with Star-glass)  
Faramir (with Elf-stone)  
Annalena

### Other Characters (9)

Gandalf 3x  
Beretar  
Bergil  
Boromir II  
Forlong  
Imrahil  
Thranduil

### Hazards (30)

#### Creatures

Ambusher 2x  
Cave Worm 3x  
Cave-drake 2x  
Corsairs of Umbar  
Ent in Search of the Entwives 3x  
Ghosts 2x  
Marsh-drake 2x  
Pûkel-men [R]  
Rain-drake 2x  
Sellswords Between Charters 2x

#### Events

Foolish Words  
Lure of Expedience 2x  
Nothing to Eat or Drink  
Power Built By Waiting  
Searching Eye  
Tidings of Bold Spies 2x  
Twilight 2x

### Resources (30)

#### MP Sources

Glamdring  
Hauberk of Bright Mail  
Lesser Ring 2x  
Magic Ring of Stealth  
Narsil  
Noble Steed 2x  
Quickbeam  
Rangers of Ithilien  
Return of the King[R]  
Sword of Gondolin  
Tower Guard of Minas Tirith

#### Supporting Resources

Beautiful Gold Ring 3x  
Concealment 3x  
Dark Quarrels 2x  
Dodge 2x  
Marvels Told 2x  
Smoke Rings  
Stealth 3x  
Thorough Search

### Sites (15)

Bandit Lair  
Buhr Widu  
Dead Marshes  
Dol Amroth  
Edhellond  
Edoras  
Gladden Fields

### Sites (15)

Haudh-in-Gwanûr  
Henneth Annûn  
Isengard  
Lórien  
Minas Tirith  
Moria  
Rivendell  
Wellinghall

### Sideboard (20)

#### Resources

Dark Quarrels  
Gates of Morning 2x  
Knights of Dol Amroth  
Marvels Told  
Pallando  
Promptings of Wisdom 2x  
Riders of Rohan

#### Hazards

Alone and Unadvised  
Bairanax Ahunt  
Corsairs of Umbar  
Foolish Words  
Ghosts  
Incite Denizens  
Muster Disperses  
Nothing to Eat or Drink  
Searching Eye  
Sons of Kings  
Twilight

## E - RETURN OF THE KING (GANDALFS CHALLENGE DECK)

Gandalf sends Aragorn and Arwen into the lands along the Anduin River to find lost icons of Gondor. Their efforts also take the pair to Minas Tirith to be crowned King and Queen. The deck relies primarily on attack avoidance. The hazards contain a heavy mix of good general creatures.

### Starting Companies (2) at Rivendell

- Aragorn controls Arwen. Arwen starts with Star-glass.
- Faramir controls Annalena. Faramir starts with Elf-stone.

### Suggested Sites for Resources

Beautiful Gold Ring 3x - Bandit Lair, Gladden Fields, Isengard or Moria  
Glamdring - Haudh-in-Gwanur, Buhr Widu, Moria or Isengard  
Hauberk of Bright Mail - Haudh-in-Gwanur, Buhr Widu,  
Narsil - Dead Marshes  
Noble Steed 2x - tapped Buhr Widu, Haudh-in-Gwanur or Edoras  
Quickbeam - Wellinghall  
Rangers of Ithilien - Henneth Annun

# Part I: Wizard Decks - Deck E

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Return of the King - Minas Tirith

Sword of Gondolin - Haudh-in-Gwanur, Buhr Widu, Moria or Isengard

Tower Guard of Minas Tirith - Minas Tirith

Knights of Dol Amroth (sideboard) - Dol Amroth

Riders of Rohan (sideboard) - Edoras

## Resource Play

Untapped scouts can play a crucial part in the success of Gandalf's deck. They provide your main means of attack avoidance by using Concealments and Stealths. There are enough weapons in your deck to make Aragorn and a couple other warriors from the play deck into formidable fighters, so expect to receive a few marshalling points from creature kills. Ultimately, you want to give Arwen a Lesser Ring. This provides her with enough direct influence to control Aragorn. These two form a powerful 2-character company who require only 3 general influence. With Return of the King on Aragorn, he can recruit any faction automatically. If you play Tower Guard of Minas Tirith before Return of the King, be sure to leave a character at Minas Tirith so that the site is still available to play Return the King. Return of the King does not require the site to tap, nor is its play limited to the site phase.

## Gandalf

One of Gandalf's primary tasks is testing the 3 Beautiful Gold Rings with his special ability. This means Gandalf must be untapped and must have joined the company bearing the ring. It should not strain your hand too much to hold the Magic Ring of Stealth and Lesser Rings waiting for the gold rings and Gandalf's test. Otherwise, in a company with other characters, Gandalf should feel free to move around gathering Resources.

## Hazard Play

The hazards offer a wide variety of creatures with good attacks in a complete range of regions and sites. Except for Searching Eye, each hazard is playable on its own, without directly benefiting from another. This means the hazards do not require you to hold cards in hand waiting for an optimal complementary hazard before playing them. If you must discard and have a creature in hand you are not certain you can play soon, discard it and do not look back. The resource strategy needs all the tactical supporting cards it can get, so freely sacrifice hazards to make room.

## Sideboard

Tap Gandalf to bring in the 2 factions after playing Return of the King. Otherwise the resources in the sideboard offer general options to defend against specific opponents. This quality of generality holds even more for with the sideboard hazards.

## Strategy Resources

Gandalf and Aragorn rebuild the old kingdom. Very thematic - except there's no Andruil or White Tree? Hmm...I think the deck builder had to stretch a bit to build two Gondor decks. Anyhow, this is the Return of the King as it might have been without the One Ring involved. Aragorn and Arwen, with the help of many Dunedain supporters, head for the South to rebuild the kingdom. But not without picking up a few tokens along the way - Narsil foremost among them. With Gandalf as your Wizard, Gold Rings can be turned into Lesser and Magic Rings. Personally, I think the rings hurt this deck - if you get one of the special ones before you get Gandalf (or a Gold Ring) then it just clogs up your hand. A Reforging/Andruil combo, and maybe another Sword and Hauberk, would make more sense. A game between this and deck A will be very interesting -probably turn into an influence-the-factions-away contest.

## Strategy Hazards

Drakes, Men, Ents, a couple Undead, and Pukel-Men. Pukel-Men? What a useless waste of a rare. Still, the hazards are pretty decent, given the amount of playability. If possible, use Tidings of Bold Spies or a detainment creature to tap some characters, then smite them with a horde. Just be careful that you don't hand heros MPs on a platter - there are a lot of MPs to give! No less than 20 creatures populate this deck. I'd have liked to see another Muster Disperses in the sideboard, and both Nothing to Eat or Drinks should be in the deck. Otherwise, very good.

## Part II: Ringwraith Decks - Deck F

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### Spies and Traitors

Challenge Deck F Deck List Total: 110 cards

#### At Start (8)

Asternak (with Blazon of the Eye)  
Ciryaher (with Foul-smelling Paste)  
Dôgrib  
Luitprand  
Míniot  
Ostisen

#### Other Characters (9)

Adûnaphel the Ringwraith 3x  
Eradan  
Layos  
Nevido Smôd  
Orc Captain 2x  
Perchen

#### Hazards (30)

##### Creatures

Cave Worm 3x  
Cave-drake 3x  
Marsh-drake 3x  
Nameless Thing  
Rain-drake 2x  
Slayer 3x  
True Fire-drake 2x

##### Events

An Unexpected Outpost 2x  
Doors of Night 3x  
From the Pits of Angband 2x  
Searching Eye  
Summons from Long Sleep 3x  
Twilight 2x

#### Resources (30)

##### MP Sources

Dwarven Ring of Thélor's Tribe  
Dwarven Ring of Thrár's Tribe  
Red Book of Westmarch  
Stinker  
That's Been Heard Before Tonight 2x  
To Satisfy the Questioner 2x  
Woses of the Eryn Vorn[R]

##### Supporting Resources

A Nice Place to Hide 3x  
Bade to Rule  
By the Ringwraith's Word  
Deeper Shadow 2x  
Join With that Power  
Least of Gold Rings 2x  
Not Slay Needlessly 3x  
Orc Quarrels 2x  
Ruse[R]  
Secrets of Their Forging 2x  
Tokens to Show  
Weigh All Things to a Nicety  
Well-preserved

#### Sites (13)

Bag End  
Bandit Lair  
Barad-dûr  
Beorn's House  
Carn Dûm

#### Sites (13)

Dimrill Dale  
Dol Guldur  
Eagle's Eyrie  
Edoras  
Goblin-gate  
Moria  
The Worthy Hills[R]  
Thranduil's Halls

#### Sideboard (20)

##### Resources

Crept Along Cleverly  
Goblins of Goblin-gate  
Orc Quarrels  
Orcs of Moria  
Piercing All Shadows 2x  
Poisonous Despair  
Regiment of Black Crows  
Sudden Call  
Voices of Malice 2x

##### Hazards

Ambusher 3x  
Itangast Ahunt  
Lure of Nature 2x  
Sand-drake  
True Cold-drake  
Twilight

### F - SPIES AND TRAITORS (ADUNAPHEL'S CHALLENGE DECK)

Adunaphel sends traitorous bands bent upon thievery and espionage into the untainted domains of the Free Peoples. Her inherent knowledge of these areas provides some cover, but her missions are extremely difficult to carry out. The hazards feature a potent offering of Drakes.

#### Starting Companies (2) at Dol Guldur

- Ciryaher controls Ostisen. Ostisen starts with Foul-smelling Paste.
- Asternak, Dogrib, Mionid and Luitprand form another company. Asternak controls Dogrib and starts with Blazon of the Eye.

#### Suggested Sites for Resources

The Least of Gold Rings 2x - Bandit Lair, Beorn's House, Edoras, Moria or Thranduil's Halls  
Red Book of Westmarch - Bag End [storing it at Barad-Dur]  
Secrets of Their Forging 2x - Dimrill Dale, The Worthy Hills, Eagle's Eyrie or Thranduil's Halls  
Stinker - Goblin-gate  
That's Been Heard Before Tonight 2x - Eagle's Eyrie, Thranduil's Halls or Bag End  
To Satisfy the Questioner 2x - Eagles' Eyrie, Beorn's House, Edoras or Thranduil's Halls  
Woses of the Eryn Vorn - The Worthy Hills  
Goblins of Goblin-gate (sideboard) - Goblin-gate (2nd deck cycle)  
Orcs of Moria (sideboard) - Moria

## Part II: Ringwraith Decks - Deck F

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Regiment of Black Crows (sideboard) - The Worthy Hills, Dimrill Dale or Bandit Lair

### Resource Play

Adunaphel's deck has many resources that need one or more extra turns of preparation before awarding marshalling points. This makes the deck slow and requires holding cards in hand for a long time. What is more, unlucky bite rolling can devastate this deck. The only consolation is that your marshalling point sources are generous, and that successfully playing this deck can be very rewarding. Amassing marshalling points from characters is key, so consider seriously the play of sources of extra influence. It is not necessary to play both Dwarven Rings. In fact, they appear in duplicate to ease the plight of playing one. Make a reasonable effort to play both, but not at the expense of attack avoidance or easier marshalling point sources. Give the first Dwarven Ring to Asternak. He should try to influence the Wose faction with either the Dwarven Ring or Join With that Power. Note that Deeper Shadow cancels and discards the second hazard against a moving 2-character company containing Ciryaher.

### Adunaphel

Adunaphel's role is simple. She sits in DoI Guldur and cancels one attack a turn. However, you have many attack avoidance cards. During organization phases when you have 3 or more such cards in hand (include Deeper Shadow), she should tap to bring a resource in from the sideboard. Evaluate your opponent's hazards or your own marshalling point needs to make this choice. Recognizing when you do not need her attack cancellation is critical to this deck's success.

### Hazard Play

To complement your difficult resource strategy is a deadly mix of Drake hazards. Key to successfully using them is knowing both what and how to recycle with From the Pits of Angband. Sending a drake back to your hand with Doors of Night is not always best, especially with a resource strategy requiring a lot of cards in hand. Do not hesitate to place a drake with Summons from Long Sleep to get it out of your hand. You do sacrifice its surprise value this way, but you also may cause an opponent to overestimate the threat against him and adjust his movement accordingly.

### Sideboard

During your opponent's first untap phase when you have few hazards in hand, half his hazard limit. Then bring Itangast Ahunt, Sand-drake, and True Cold-drake to your discard pile. These cards will be available options when From the Pits of Angband hits the table.

### Strategy Resources

Freehold raiding is the name of the game for Adunaphel's minions. The starting company is all covert, and only two Orcs are in the deck at all. Send them all to one of the five freeholds To Satisfy The Questioner and find that That's Been Heard Tonight (although not in that order, of course). And at Bag End the Red Book waits for you to take it back to the Dark Lord. Lots of cancellers ought to make getting into the strongholds easier, and Adunaphel's ability makes travelling a lot safer. And on the item front, there are Dwarven Rings. As a minion, there's no need to give them to a Dwarf for extra MPs, so the corruption isn't too bad. The trick is keeping the corruption on the Least of Gold Rings from hurting your characters while you wait for Secrets of Their Forging and the Dwarven Ring. For best results, don't play the Gold Ring early. Just like the hero ring deck, this one is hurt by the rings because they clog up your hand. Oh, and Gollum (as Stinker) is in this deck, too. Be careful against decks B, C, H, and J; get the Regiment of Black Crows if you can.

### Strategy Hazards

Drakes make up the hazard; lots of 'em. 14, to be exact, and 3 Slayers are in the mix to cover borderlands/holds. Doors of Night/From the Pits of Angband lets you get them back, and Summons From a Long Sleep makes them dangerous. An Unexpected Outpost recycles the Summons and Pits. This is a very good hazard strategy, especially against other minions, since no points are given away if one of them is defeated. The only problem I see with these hazards is the lack of any defense against faction gathering - most of the other decks have Muster Disperses or Foolish Word.

## Part II: Ringwraith Decks - Deck G

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### Marauding Brood of Uglies

Challenge Deck G Deck List Total: 110 cards

#### At Start (7)

Lagduf (with Foul-smelling Paste)  
Lieutenant of Morgul [R]  
Muzgash  
Radbug (with Foul-smelling Paste)  
Tros Hesnef

#### Other Characters (10)

Dwar the Ringwraith 3x  
Bûrat  
Orc Captain  
Orc Veteran 2x  
Shagrat  
Tûma  
Wûluag

#### Hazards (30)

##### Creatures

Ambusher 2x  
Dire Wolves 3x  
Giant Spiders 3x  
Wargs 3x  
Watcher in the Water 3x  
Wolves 2x

##### Events

An Unexpected Outpost 2x  
Doors of Night 3x  
Full of Froth and Rage 2x  
Searching Eye  
Stay Her Appetite [R]  
Twilight 2x  
Wake of War 3x

#### Resources (30)

##### MP Sources

The Arkenstone  
Black Mace 3x  
Burning Rick, Cot, and Tree 2x  
Gleaming Gold Ring  
Grey Mountain Goblins  
High Helm  
Ice-orcs[R]  
Orcs of Gundabad  
Regiment of Black Crows 2x

##### Supporting Resources

Bade to Rule  
Bold Thrust 3x  
Crept Along Cleverly 3x  
Diversion  
I'll Report you  
Swarm of Bats  
Swift Strokes 3x  
Thor's Map  
Under His Blow 3x

#### Sites (13)

Carn Dûm  
Caves of Úlund  
Dale  
Dancing Spire

#### Sites (13)

Dol Guldur  
Gold Hill  
Gondmaeglom  
Irerock  
Minas Morgul  
Moria  
Mount Gundabad  
Raider-hold  
The Lonely Mountain

#### Sideboard (20)

##### Resources

Minor Ring  
Orc Quarrels  
Orcs of Moria  
Orders from Lugbûrz  
Piercing All Shadows 2x  
Regiment of Black Crows  
Sable Shield  
Sudden Call  
Voices of Malice 2x

##### Hazards

Eärcaraxë Ahunt  
Foolish Words 2x  
Nameless Thing 2x  
Rebel-talk 2x  
Stench of Mordor  
Twilight

### G - MARAUDING BROOD OF UGLIES (DWAR'S CHALLENGE DECK)

Dwar's deck sends Lieutenant of Morgul and a detachment of Orc warriors to Dragon country and to burn a couple Border-holds down. Dwar has unwavering faith in the philosophy of might, and seeks large factions of Orcs to serve his ends. The hazards use Doors of Night to unleash packs of Wolves.

#### Starting Company (1) at Dol Guldur

- Lieutenant of Morgul, Muzgash, Lagduf, Radbug, and Tros Hesnef form the starting company. The Lieutenant controls Muzgash and Lagduf. Lagduf and Radbug each start with Foul-smelling Paste.

#### Suggested Sites for Resources

The Arkenstone - The Lonely Mountain, Moria, Caves of Ulund, Dancing Spire, Gold Hill or Irerock

Black Mace 3x - The Lonely Mountain, Moria, Caves of Ulund, Dancing Spire, Gold Hill or Irerock

Burning Rick, Cot, and Tree 2x - tapped Raider-hold or Dale

Gleaming Gold Ring - Dale

Grey Mountain Goblins - Gondmaeglom

High Helm - Raider-hold

Ice-orcs - Caves of Ulund, Dancing Spire, Gold Hill or Irerock

Orcs of Gundabad - Mount Gundabad

Regiment of Black Crows 2x - tapped Caves of Ulund, Dancing Spire, Gold Hill, Gondmaeglom, Irerock or The Lonely Mountain

## Part II: Ringwraith Decks - Deck G

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Orcs of Moria (sideboard) - Moria (during second deck cycle)

Regiment of Black Crows (sideboard) - tapped Caves of Ulund, Irerock, Dancing Spire, Gold Hill, Gondmaeglom or The Lonely Mountain

Sable Shield (sideboard) - The Lonely Mountain, Caves of Ulund, Dancing Spire, Gold Hill or Irerock

### Resource Play

Dwar's deck is primed for a couple delights only Ringwraith players enjoy: trophies and the Troll trio of Burat, Tuma, and Wuluag. If at all possible, place trophies with the Lieutenant of Morgul. In fact, take any opportunity to increase his direct influence. He has multiple uses for it, such as I'll Report YOU, controlling followers, and recruiting factions. Particularly, you want to maximize the chance of successfully recruiting the Ice-Orc. Shagrat has almost the same potential as the Lieutenant in all these respects. Sacrifice almost any other card to keep members of the Orc trio in hand until playable. In a company together, their benefits are remarkable for the influence they require. The trio in tandem effectively have only a -1 penalty to prowess when not tapping to face a strike. Consider this scenario. Burat and Tuma each face a strike from an attack, Burat goes first and tap-with his prowess, the strike likely fails. Tuma faces his strike next, but first taps to untap Burat. Tuma's has -1 prowess against the strike for being tapped, but Burat became untapped. For the 2 Border-holds there are 2 site-tapping resources: Gleaming Gold Ring and High Helm. In order to play the 2 Burning Rick, Cot, and Trees, you must use these resources at their designated Border-holds and not leave the sites before burning them down. It is well worth it to discard a few hazards to keep components of the Border-hold combination in hand.

### Dwar

Dwar does not move from Do1 Guldur. During the earlier turns, he should tap to give the combat bonuses to his fledgling companies. On later turns, when the prowess of these characters increase, Dwar can freely tap to bring resources in from the sideboard. Do not forget to bring in Sudden Call during the first deck cycle.

### Hazard Play

Nothing tricky here. Wolves and Animals do not hit as hard as other creatures, but they have a high frequency of play.

### Sideboard

Use Dwar to bring the Minor Ring to the discard pile at his first safe opportunity. It is then available when Gleaming Gold Ring is brought to him for testing. Orders from Lugburz is good for getting the Lieutenant and Shagrat into one monster company. Against a Wizard opponent, consider bringing the Rebel-talks in from the sideboard and recycling Stay Her Appetite. you may remove all your opponent's allies in this way and double the marshalling points from your allies.

### Strategy Resources

Big, bad Orcs and Trolls. And Tros Hesnef, the biggest little 2 mind character in the game. This deck has a large starting company. Once Dwar is in play, they just get bigger. And there are plenty of things to make them even better. Grab a Black Mace or three, and the High Helm. Then go Burning Rick, Cot, and Tree - and while you're at it, maybe burn up a hero company or two. Don't spend all your time on your muscles, though, there are plenty of factions to get as well. A few influence boosters would be nice, to make sure that the factions get into play, but the Lt. will probably be OK with his inherent +5. The ring seems a bit out of place, too - I'd rather have the Sable Shield in the deck.

### Strategy Hazards

Hazards are animals, wolves, and a couple of men. This one is better than the similar hero counterpart - in large measure because there are more Wolves. And the Doors of Night doesn't hurt. The creatures are all keyable to most anything. Be careful of the Gondor hero decks, though; your only real defense against those is Foolish Words, and they're in they're in the sideboard. You can still get them (and everyone else) when they go after items, though.

## Part II: Ringwraith Decks - Deck H

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### Stealthy Tribe

Challenge Deck H Deck List Total: 110 cards

#### At Start (7)

Gorbag (with Blazon of the Eye)  
Grishnákh  
Ill-favoured Fellow  
Lugdush  
Ufthak[R] (with Strange Rations)

#### Other Characters (10)

Hoarmûrath the Ringwraith 3x  
Ill-favoured Fellow 2x  
Orc Tracker 2x  
Sly Southerner 3x

#### Hazards

##### Creatures

Barrow-wight 2x  
Chill Douser 3x  
Ghouls 3x  
Stirring Bones 3x  
Wisp of Pale Sheen 3x

##### Events

An Unexpected Outpost 2x  
Choking Shadows  
Doors of Night 3x  
Exhalation of Decay  
The Moon Is Dead 3x  
Plague of Wights 3x  
Power Built by Waiting  
Twilight 2x

#### Resources

##### MP Sources

The Arkenstone  
Blasting Fire 3x  
Great Lord of Goblin-gate [R]  
High Helm  
Orcs of Moria  
Sable Shield  
Scroll of Isildur  
Snaga-hai 2x  
Stinker  
Vile Fumes 3x  
War-wolf 3x

##### Supporting Resources

A Nice Place to Hide 3x  
Bade to Rule  
Crept Along Cleverly 2x  
Orc Quarrels 2x  
Records Unread 3x  
Sneakin' [R]

#### Sites (13)

Barad-dûr  
Carn Dûm  
Caves of Úlund  
Dead Marshes  
Dol Guldur

#### Sites (13)

Goblin-gate  
Minas Morgul  
Moria  
Mount Doom  
Mount Gram  
Mount Gundabad  
Sarn Goriwing  
Shelob's Lair

#### Sideboard (20)

##### Resources

Black Mace 2x  
Crept Along Cleverly  
Fell Rider  
Orc Quarrels  
Orcs of Mirkwood  
Piercing All Shadows 2x  
Sudden Call  
Voices of Malice 2x

##### Hazards

Ambusher 3x  
Foolish Words 2x  
Ghosts 2x  
Stench of Mordor  
Twilight

### H - STEALTHY TRIBE (HOARMURATH'S CHALLENGE DECK)

Hoarmurath directs a band of Morgul scouts into the fringes Shadow areas of the Misty Mountains to steal technologies and win over independent Orc tribes. His minions rely on stealth and minimal movement in the open, through they can fight in a pinch. The hazards are solid Undead.

#### Starting Companies (2) at Do1 Guldur

- Gorbag, Grishnakh, Ufthak, and Lugdush form the main company. Gorbag controls Grishnakh and starts with Blazon of the Eye. Ufthak starts with Strange Rations.
- Ill-favoured Fellow starts by himself at Do1 Guldur and waits for more characters to join his company.

#### Suggested Sites for Resources

The Arkenstone - Moria or Caves of Ulund  
Blasting Fire 3x - tapped Shadow-hold  
Great Lord of Goblingate - Goblin-gate  
High Helm - Mount Gundabad or Sarn Goriwing  
Orcs of Moria - Moria  
Sable Shield - Mount Gundabad or Sarn Goriwing  
Scroll of Isildur - Moria or Caves of Ulund [storing it a Barad-dur]  
Snaga-hai 2x - tapped Shadow-hold  
Stinker - Goblin-gate  
Vile Fumes 3x - tapped Shadow-hold  
War-wolf 3x - tapped Shadow-hold (except Dead Marshes and Mount Gram)  
Black Mace 2x (sideboard) - Moria or Caves of Ulund (2nd deck cycle)  
Orcs of Mirkwood (sideboard) - Sarn Goriwing

## Part II: Ringwraith Decks - Deck H

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### **Resource Play**

The trickiest aspect of this deck is playing multiple site-tapping resources at a small number of Shadow-holds. The 3 Records unread are key to pulling this off. This minor item untaps Goblin-gate for the 2 allies playable there and Moria for its faction and one greater item. The nature of this deck is for company of Orcs scouts to move very little, thereby decreasing the number of creatures that attack them. Once a shadow-hold is tapped, the deck provides a great number of playable 1 marshalling point resources including factions, allies and item. A company should not move to an untapped Moria or Goblin-gate unless it has one of resources specific to that site in hand.

### **Hoarmurath**

Hoarmurath taps every organization phase to bring a resource to the play deck from the sideboard. The only exception is when you have Voices of Malice in your hand - Hoarmurath is your only sage. He does not move from Do1 Guldur in any case, increasing your hand size by one. It may be useful to bring in Fell Rider near the end of the first deck cycle. In this way, you have the option of moving Hoarmurath for the second cycle.

### **Hazard Play**

Woe be the opponent who wanders into this hazard mix unprepared! Practicing a little patience, you can unload a vicious mix of Undead-attacks. The key is to turn them into monsters with bonuses from The Moon Is Dead, Plague of Wights, and Chill Dousters. For example, you can reasonably create a Ghouls attack of 14 strikes at 10 prowess. You should generally look to discard hazards in favour of keeping your numerous marshalling point sources in hand, however.

### **Sideboard**

Many resources in the sideboard will undoubtedly be useful against any opponent: Orc Quarrels, Black Maces, Sudden Call, etc. In fact, with Hoarmurath tapping most turns to bring a resource into the play deck, you effectively increase the number of resources in the play deck without increasing the number of hazards. There is nothing tricky about the sideboard hazards. Use An Unexpected Outposts to recycle your best Undead creatures or enhancers if you are making good use of them. Otherwise bring in hazards from the sideboard to hit the elusive opponent in new ways.

### **Strategy Resources**

Starting company here is built to keep hazards away. Orc scouts count as half for company size, just like hobbits. Gorbag's a bit larger than your average hobbit, though. The point here is to go to shadow holds, play some items, allies or factions, and use Records Unread to untap the site and do it again. Gollum (as Stinker) is back, but the competition for him isn't too big a deal since the Great Lord of Goblin-Gate and the War-wolves will cover your ally requirements. This is likely to be a slow deck, since you'll can spend a least a couple of turns at a given site.

### **Strategy Hazards**

Hazards are Undead, again more powerful than the hero version was. Doors of Night, Plague of Wights, and The Moon is Dead makes for some truly evil undead attacks. Against other minions, they'll mostly be detainment, but slowing your opponent down can be as good as wounding characters if you're careful. Careful using Choking Shadows against minions - you may end up making everything detainment! Be sure to save Chill Dousters and Stirring Bones for Ruins and Lairs, where they'll be normal attacks. Again, there's nothing against factions except two Foolish Words in the sideboard, so be sure to get your own.

## Part II: Ringwraith Decks - Deck I

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### Morgul Rallying Cry

Challenge Deck I Deck List Total: 110 cards

#### At Start (8)

Horseman in the Night (with Blazon of the Eye)  
Ill-favoured Fellow  
Orc Brawler  
Orc Captain  
Orc Captain (with Blazon of the Eye)  
Orc Veteran

#### Other Characters (9)

The Witch-king 3x  
Orc Brawler 2x  
Orc Captain  
Orc Tracker 3x

#### Hazards (30)

##### Creatures

Ambusher 2x  
Ghosts 2x  
Rain-drake 3x  
Slayer 2x  
True Fire-drake 3x

##### Events

An Unexpected Outpost 3x  
Doors of Night 3x  
Long Winter 3x  
Lure of Nature 3x  
Snowstorm [R]  
Twilight 2x  
Withered Lands 3x

#### Resources (30)

##### MP Sources

Asdriags  
Blasting Fire 3x  
Great Bats 3x  
Helm of Fear  
Nûrniags  
Orcs of Ash Mountains  
Orcs of Udûn

Palantír of Minas Tirith  
That Ain't No Secret 3x  
Uruk-hai[R]  
Vile Fumes 3x

##### Supporting Resources

Awaiting the Call 2x  
Fell Rider 2x  
Gifts as Given of Old 2x  
Records Unread  
Under His Blow  
Voices of Malice 2x  
Weigh All Things to a Nicety

#### Sites (13)

Barad-dûr  
Carn Dûm  
Cirith Gorgor  
Cirith Ungol  
Dead Marshes  
Dol Guldur

#### Sites (13)

Minas Morgul  
Minas Tirith  
Moria  
Mount Doom  
Nûrniag Camp  
Sarn Goriwing  
Shelob's Lair

#### Sideboard (20)

##### Resources

Above the Abyss 2x  
Black Trolls  
Crept Along Cleverly  
Last Child of Ungoliant [R]  
Sudden Call  
Voices of Malice

##### Hazards

Alone and Unadvised  
Corsairs of Umbar 2x  
Cruel Caradhras  
Eärcaraxë Ahunt  
Foul Fumes 2x  
Ghosts  
Nameless Thing 2x  
Scatha Ahunt  
Stench of Mordor  
Twilight

### I – MORGUL RALLYING CRY (THE WITCH-KING'S CHALLENGE DECK)

The Witch-king's mission is to solidify Sauron's forces in Mordor. His minions do best when not moving from the safety of this evil domain. They have very little to help them tactically, but in Mordor they should not need much. The hazards can create a devastating environment of roadblock.

#### Starting Companies (3) at Minas Morgul

- One Orc Captain controls Ill-favoured Fellow. This company travels to Mount Doom to sit for most of the game.
- Horseman in the Night controls Orc Veteran. Horseman in the Night starts with Blazon of the Eye. This company travels to Nurniag Camp to sit for most of the game.
- The other Orc Captain and Orc Brawler form the third company. This Orc Captain starts with Blazon of the Eye, and the company travels to Cirith Gorgor to sit for most of the game.

#### Suggested Sites for Resources

Asdriags - Nurniag Camp  
Great Bats 3x - tapped Shadow-hold  
Nurniags - Nurniag Camp  
Orcs of Udun - Cirith Gorgor  
That Ain't No Secret 3x - Mount Doom  
Vile Fumes 3x - tapped Shadow-hold or Dark-hold  
Last Child of Ungoliant (sideboard) - Shelob's Lair  
Blasting Fire 3x - tapped Shadow-hold or Dark-hold  
Helm of Fear - Barad-dur

## Part II: Ringwraith Decks - Deck I

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Orcs of Ash Mountains - Cirith Gorgor  
Palantir of Minas Tirith - Minas Tirith  
Uruk-hai - Cirith Gorgor  
Black Trolls (sideboard) - Cirith Gorgor

### Resource Play

Play the Awaiting the Calls on the 2 Orc Captains to free enough general influence to bring in more characters. This means you should play That Ain't No Secret on the Ill-favoured Fellow since the Orc Captain at Mount Doom, ideally should not move to store this event. The lesser mind characters will "shuttle" between sites, storing resources, delivering Records unread to Nurniag camp, etc. Note that the lower mind characters from the deck can come into play under direct influence at the Dark-holds.

### The Witch-king

The Witch-king moves with Fell Rider to Minas Tirith to play the Palantir and to Barad-dur to play Helm of Fear. Playing these items requires him to tap twice. Otherwise, the Witch-king, as the deck's only sage, should be untapped to play Voices of Malice to discard Foolish Words or other debilitating hazard permanent-events. Foolish Words can be revealed as an on-guard card in response to an attempt to play a faction. During the site phase, with Voices of Malice in hand, the Witch-king should wait for all faction attempts before himself playing an item. He can always wait another turn to play his item.

### Hazard Play

This deck has an unusual hazard strategy that often causes great frustration for an opponent -the "Roadblock Strategy." Its goal is to prevent an opponent from reaching his new site or to tap his new site prematurely to prevent the play of resources. An opponent who recognizes this strategy should forget all other sideboarding needs and bring in his anti-roadblock resources. These include Gates of Morning, Skies of Fire, Promptings of Wisdom, and Piercing All Shadows. As for your play, the key is your An Unexpected Outposts. you must choose your cards to recycle from Long Winters, Snowstorm, Doors of Night, another An Unexpected Outpost, and Twilight.

### Sideboard

If Voices of Malice is not in hand or if you will not try to influence a faction, tap the Witch-king to bring in a resource from the sideboard. Above the Abyss against a Wizard opponent is invaluable. When a company of 3 or more Orcs forms at Minas Morgul, bring in The Last Child of Ungoliant. you should play her near the end of the first deckcycle. Of course, you will need Sudden Call towards the end of the first cycle. Hazard-wise, bringing in Foul Fumes against certain Wizards-opponents can be important.

### Strategy Resources

Factions are the name of this game. Get your Orc Captain, and an attendant Brawler, over to Cirith Gorgor to play factions. The Horseman can go get the Men, and discover things That Ain't No Secret anyway. The Witch King can get the Helm of Fear and the Palantir once he shows up. And when you have a character or two that you can afford to lose, get the Last Child of Ungoliant from the sideboard and go invade the Big Spider's lair, This is another deck that's liable to be slow, because there are a lot of things only worth one point, But it's unlikely that anyone can stop you if you're careful. Beware of Stench of Mordor - that can really slow you down.

### Strategy Hazards

Wow, roadblock in a sealed deck! Snowstorm is in the deck. but Long Winter is your bread and butter. Use the Withered Lands to keep sites tapped. That wouldn't normally be affected. Get the Long Winter back with An Unexpected outpost. And whatever happens, don't lose the Doors of Night! I think a third Twilight couldn't have hurt. Lure of Nature is a nice touch, and the creatures are useful. This strategy might have some trouble against freehold roamers, but they have to go get items sometime. The only real weak spot is those going out to sea, and the Rain Drakes cover that as well. This ought to slow down the opposition pretty good.

## Part II: Ringwraith Decks - Deck J

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### Seducing Nations of Men

Challenge Deck J Deck List Total: 110 cards

#### At Start (6)

Horseman in the Night (with Blazon of the Eye)

Hador

Odoacer

The Mouth [R] (with Strange Rations)

#### Other Characters (11)

Indûr the Ringwraith 3x

Ill-favoured Fellow 3x

Jerrek

Nevido Smôd

Orc Captain 3x

#### Hazards (30)

##### Creatures

Cave Worm 2x

Corpse-candle 3x

Ghosts 2x

Marsh-drake 2x

Sellswords Between Charters

Slayer 2x

##### Events

Alone and Unadvised 3x

Covetous Thoughts

Dragon-sickness 2x

Lure of Expedience 3x

Lure of Nature 3x

Lure of the Senses 3x

Twilight 2x

Weariness of the Heart

#### Resources (30)

##### MP Sources

The Arkenstone

Balchoth[R]

Corsairs of Rhûn

Easterlings

Haradrim

High Helm

Palantír of Orthanc

Scroll of Isildur

Southrons

Stinker

Wain-easterlings

##### Supporting Resources

Bade to Rule

Bold Thrust 3x

By the Ringwraith's Word

Crooked Promptings

Crept Along Cleverly 2x

Orc Quarrels 3x

Ready to His Will [R]

Secret Book 3x

Tormented Earth 3x

Voices of Malice

#### Sites (13)

Barad-dûr

Caves of Úlund

Dol Guldur

Easterling Camp

#### Sites (13)

Goblin-gate

Gondmaeglom

Isengard

Minas Morgul

Moria

Mount Gundabad

Raider-hold

Southron Oasis

The Wind Throne

#### Sideboard (20)

##### Resources

Crept Along Cleverly

Focus Palantír

Great Bats

Grey Mountain Goblins

Hold Rebuilt and Repaired

Orcs of Gundabad

Poisonous Despair

Piercing All Shadows

Regiment of Black Crows

Skies of Fire 2x

Sudden Call

Voices of Malice 2x

##### Hazards

Covetous Thoughts

Lost in Free-domains 2x

River 2x

Twilight

### J - SEDUCING NATIONS OF MEN (INDUR'S CHALLENGE DECK)

Indur enlists The Mouth to seduce nations of mannish factions in the less civilized lands surrounding Mordor. Adept in the dark arts of magic, Indur sends along a master of sorcery, Hador, to protect these efforts. The hazards feature corruption with a mix of general creatures.

#### Starting Company (1) at Dol Guldur

- The Mouth controls Horseman in the Night. Hador controls Odoacer. The Mouth starts with Strange Rations and Horseman in the Night starts with Blazon of the Eye.

#### Suggested Sites for Resources

The Arkenstone - Caves of Ulund or Moria

Balchoth - Raider-hold

Corsairs of Rhun - Raider-hold

Easterlings - Easterling Camp

Haradrim - Southron Oasis

High Helm - The Wind Throne

Palantir of Orthanc - Isengard

Scroll of Isildur - Caves of Ulund or Moria [storing it at Barad-dur]

Southrons - Southron Oasis

Stinker - Goblin-gate

Wain-easterlings - Easterling Camp

Great Bats (sideboard) - tapped Goblin-gate, Moria or Mount Gundabad

## Part II: Ringwraith Decks - Deck J

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Grey Mountain Goblins (sideboard) - Gondmaeglom

Orcs of Gundabad (sideboard) - Mount Gundabad

### Resource Play

Your goal should be to play 5 of the 6 man factions at the 3 Border-holds surrounding Mordor. Essential to playing two at one site is the minor item, Secret Book. It may become a chore moving a character to a Border-hold just to untap it with this item, but it is often necessary. High Helm can help The Mouth or Horseman in the Night with their influence attempts. Pay close attention to the Standard Modifications factions in play give, you may receive more bonuses here than anticipated. Hador plays a very important part in the success of this deck. He casts a Powerful attack avoidance sorcery, Tormented Earth. When not needed otherwise, tap another character to help Hador with the corruption check from this spell. Note that Hador play Tormented Earth even if tapped or wounded. Slayers are a real threat, so save Ready to His Will to make this creature an ally and stop its attacks. One or more companies of Orc should form at Dol Guldur. These are responsible for playing most of the non-faction resources. Never hesitate to sacrifice an Orc to a large attack for the greater good of Sauron.

### Indur

Indur does not move. He uses his special ability to bring discarded Tormented Earth back to your hand. If enough attack avoidance is otherwise in hand Indur can tap during his organization phase to bring a resource to the play deck. Poisonous Despair works best if taken to the discard pile first. Indur can bring this to your hand if your opponent becomes a threat to influence your marshalling points away.

### Hazard-Play

The hazards have a high frequency of play so that the Secret Books cycle into your hand quickly. The creatures will not consistently threaten your opponent, but your corruption should have a profound effect. A prudent opponent will slow down his movement to take time removing the corruption cards; a careless opponent will take costly losses from failed corruption checks.

### Sideboard

The sideboard contains an additional 8 marshalling points of resources. They work well coming into the deck for the second deck cycle. If your companies are in good shape tactically, tap Indur to bring some of them sooner.

### Strategy Resources

The Mouth comes into his own in the challenge decks. There's no Mouth of Sauron to return him to your hand, so he can roam around and influence factions with impunity. Which is exactly what this deck uses him to do. 6 factions are in the deck, with 2 more in the sideboard. Between the Mouth and the Horseman you can get just about any faction with ease - especially once you give the Mouth the Blazon and High Helm. Use cancellers and the other characters to keep him untapped. And if you run out of factions start recycling resources. Use a second company, probably overt with an Orc Captain and Ill-favoured Fellow to go get the items and allies. Stinker is in this deck too (Sigh - Gollum just won't go away), so be sure to grab an ally out of the sideboard just in case if you're playing one of the other Gollum manifestation decks.

### Strategy Hazards

Corruption is always a good hazard strategy. Plenty of Lures, Corpse Candles, Dragon Sickness and Weariness to force checks, and a few other creatures to slow the opposition down. Downside - no anti-mustering cards. Covetous Thoughts is great versus minions and totally worthless against heros. I doubt Alone and Unadvised will be playable very much of the time - I'd say 3 of them is too many. I'd rather have another Weariness instead. Overall, though, heros will hate it and minions will be annoyed. What more can you ask from corruption'?

# Part III: Balrog Decks - Deck #1

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## THE SHADOW-DEEPS

Red Box Deck List Total: 129 cards - Cards in brackets [] are from earlier expansions.

### At Start (7)

Gangways over the Fire  
Orders from the Great Demon  
Azog  
Bûthrakaur  
Mountain-maggot 2x  
[Orc Veteran]

### Other Characters (10)

The Balrog 3x  
[Bûrat]  
[Gorbag]  
[Orc Tracker 2x]  
[Shagrat]  
[Tûma]  
[Wûluag]

### Hazards (32)

#### Creatures

Beorning Skin-changers  
Carrion Feeders  
Monstrosity of Diverse Shape (U)  
Shelob's Brood 2x  
Spawn of Ungoliant (U)  
Ungoliant's Foul Issue (U)  
Ungoliant's Progeny (U)  
[Giant Spiders 3x]  
[Half-trolls of Far Harad 2x]  
[Lesser Spiders 3x]  
[Neeker-breekers 2x]

#### Events

Black Vapour  
Darkness Made By Malice  
The Reek  
Unabated in Malice  
[Foolish Words 2x]  
[Full of Froth and Rage 3x]  
[Greed]  
[Lure of Expedience 2x]  
[Twilight 2x]

### Resources (32)

#### MP Sources

Cave Troll  
Descent through Fire  
Evil Things Lingering (U)  
Great Troll  
Maker's Map  
Tempest of Fire  
[Black Mace 2x]  
[High Helm]  
[Iron Shield of Old 2x]  
[Orcs of Mirkwood]  
[Orcs of Moria]  
[Sable Shield]  
[Stinker]

#### Supporting Resources

Ancient Secrets 2x  
Angband Revisited  
Caverns Unchoked  
Foe Dismayed  
Going Ever Under Dark  
Great Fissure 2x  
Great Shadow 2x  
Out He Sprang  
Vanguard of Might  
[Bold Thrust 3x]  
[I'll Report you 2x]

### Sites (20)

Moria  
The Under-gates  
The Drowning-deeps  
The Iron-deeps  
The Sulfur-deeps  
The Under-courts  
The Under-galleries  
The Under-grottos  
The Under-leas  
The Under-vaults  
Barad-dûr

### Sites (20)

Carn Dûm  
Cirith Gorgor  
Cirith Ungol  
Dol Guldur  
Minas Morgul  
Remains of Thangorodrim  
[Dead Marshes]  
[Goblin-gate]  
[Sarn Goriwing]

### Sideboard (28)

#### Resources

Breach the Hold  
Cloaked by Darkness  
Crook-legged Orc  
Darkness Wielded  
Flame of Udûn  
Hill-troll  
Memories of Old Torture  
Roots of the Earth  
Terror Heralds Doom  
[I'll Be at your Heels]  
[Orc Veteran 2x]  
[Piercing All Shadows]  
[Skies of Fire 2x]  
[Sudden Call]  
[The Under-roads 2x]

#### Hazards

Desire All for They Belly  
Glance of Arien  
The Sun Shone Fiercely  
[Corsairs of Umbar]  
[Covetous Thoughts 2x]  
[Muster Disperses 2x]  
[Stench of Mordor]  
[The Way Is Shut]

## THE SHADOW-DEEPS

This deck features the Balrog's Great Shadow form - which is his stealthiest and most reclusive-along with bold adventuring in Sauron's domains. The Under-deeps beneath the Dark Lord's holds tempt the Balrog with the lingering power of Morgoth, the creator and Black Enemy. The Balrog dispatches his Orcs and Trolls to retrieve what they can here and from the strongholds above. The deck's hazards center on Spiders and Animals land the horrible Spawn of Morgoth, newly unearthed for this expansion.

### Starting Company (1) at Moria

- Azog controls two Mountain-maggots, Buthrakaur controls the Orc Veteran. Instead of two minor items, start with Orders from the Great Demon on the company and Gangways over the Fire.

### Suggested Sites for Resources

Black Mace 2x - Cirith Gorgor, Minas Morgul, Barad-dur or Remains of Thangorodrim (after tapping

## Part III: Balrog Decks - Deck #1

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otherwise)

Cave Troll - (tapped) The Sulfur-deeps, The Iron-deeps, The Under-courts or The Under-galleries

Descent through Fire - The Under-courts or The Under-galleries

Evil Things Linger - The Under-courts, Remains of Thangorodrim or The Under-galleries

Great Troll - The Under-grottos, The Iron-deeps, The Under-vaults, The Under-leas, The Sulfur-deeps or The: Drowning-deeps

High Helm - any major item Under-deeps site (after tapping otherwise), Cirith Ungol, Cam Dum or Barad-Dur

Iron Shield of Old 2x - (after tapping otherwise) The Under-grottos, The Under-vaults, The Under-leas, The Drowning-deeps or Remains of Thangorodrim

Maker's Map - Dol-Guldur, Remains of Thangorodrim or The Under-galleries

Orcs of Mirkwood - Sarn Goriwing

Orcs of Moria - Moria

Sable Shield - any major item Under-deeps site (after tapping otherwise), Cirith Ungol, Cam Dum or Barad-Dur

Stinker - Goblin-gate

Tempest of Fire - Dead Marshes

Breach the Hold (sideboard) - The Drowning-deeps

Roots of the Earth (sideboard) - The Drowning-deeps

### Resource Play

The power of this deck improves dramatically using Great Shadow's ability to recycle non-short-event resources and characters. Guiltlessly discard inconvenient MP sources drawn early in the game, because you can recycle; and redraw them later. Access additional resources from the sideboard by tapping The Balrog to bring five to your discard pile, cycling these using Great Shadow's ability. Cycle and recycle Skies of Fire to foil an opponent's Doors of Night strategy. The deck relies on one or more high prowess non-Balrog companies to roam the heart of Mordor and beyond. There are plenty of cards in the deck to make your characters colossal fighters. I'll Report you 2x, Black Mace 2x, and Descent Through Fire are the main ones, so take special care to play these. The only underground route to The Under-galleries and The Under-courts - the two most important sites - goes through The Sulfur-deeps. Therefore, avoid tapping The Sulfur-deeps until playing Descent Through Fire and tapping both later sites. Also, avoid tapping The Under-leas and The Under-vaults too early.

### The Balrog

As soon as convenient, tap The Balrog to bring to the discard pile Breach the Hold, Roots of the Earth, Memories of Old Torture, Flame of Udun, and a sideboard resource that reacts to your opponent. These cards are now ready to easily pop into the play deck using Great Shadow's ability. and without taxing play. In Great Shadow form The Balrog should always be accompanied by his minions outside of a Darkhaven. While waiting to draw Great Troll and Descent Through Fire, he should stay in Moria conveniently bringing in characters and playing Ancient Secrets. When the Orcs of Moria faction shows up, snag it for 3 MPs. Once The Balrog plays Descent Through Fire - the deck's most important card - bring in Breach the Hold and Roots of the Earth from the sideboard. Send the Balrog north to The Drowning-deeps/Remains of Thangorodrim area once you draw one of them. Most MP sources are playable between these two sites. Expect to shave an excess of MP sources in hand as the game wears on if you have been recycling discarded ones. Consider Flame of Udun to maximize the Balrog's battle-readiness, though this minimizes playing additional MP cards. Eventually, Out He Sprung will hit the table, allowing The Balrog to surface for company vs. company combat; against a hero opponent. To optimally prepare for attacking, bring in Flame of Udun, as The Balrog cannot move on the surface with Great Shadow.

### Hazard Play

The hazard mix contains plenty of Spiders, a handful of Animals, and enhancers for both. A few basic utility cards are included to cover blind spots. Certain enhancers -called Spawn - form a natural sub-theme of their own. Three of the deck's hazards depend on the number of Spawn in play. Take special care with the Spawn Monstrosity of Diverse Shape. It provides an ability of which you will no doubt make efficient use. However, it also creates a vicious automatic-attack at The Drowning-deeps and Remains of Thangorodrim. you must be prepared to either discard this hazard yourself, cancel its attack or sacrifice some scrub Orcs to its horribly twisted mass.

## Part III: Balrog Decks - Deck #2

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### Balrog's Host

Green Box Deck List Total: 121 cards - Cards in brackets [] are from earlier expansions.

#### At Start (5)

Gangways over the Fire  
Orders from the Great Demon  
Bolg  
Umaguar  
[Old Troll]

#### Other Characters (9)

The Balrog 3x  
[Bûrat]  
[Tûma]  
[Wûluag]  
[Orc Tracker 2x]  
[Orc Captain]

#### Hazards (31)

##### Creatures

[Bairanax Ahunt]  
[Ghosts 2x]  
[Marsh-drake 2x]  
[Nameless Thing 2x]  
[Sellswords Between Charters 2x]  
[Scatha Ahunt]  
[Scorba Ahunt]  
[Smaug Ahunt]  
[True Fire-drake 2x]

##### Events

[An Unexpected Outpost 3x]  
[Doors of Night 3x]  
[Foolish Words 2x]  
[From the Pits of Angband 2x]  
[Long Winter 3x]  
[Mordor in Arms]  
[Stench of Mordor]  
[Twilight 2x]

#### Resources (31)

##### MP Sources

A Few Recruits  
Breach the Hold  
Great Army of the North  
Nasty Slimy Thing (U)  
People Diminished  
Roots of the Earth  
Stabbing Tongue of Fire (U)  
Whip of Many Tongues (U)  
[Iron Shield of Old]  
[Goblins of Goblin-gate]  
[Grey Mountain Goblins]  
[Orcs of Angmar]  
[Orcs of Gundabad]  
[Orcs of Moria]

##### Supporting Resources

A More Evil Hour  
Ancient Secrets  
Angband Revisited 2x  
Caverns Unchoked  
Foe Dismayed 2x  
Great Fissure  
Obey Him or Die  
Out He Sprang 2x  
Strangling Coils 2x  
[Crept Along Cleverly]  
[Swift Strokes 2x]  
[Voices of Malice]

#### Sites (20)

Moria  
The Under-gates  
Ancient Deep-hold  
The Gem-deeps  
The Pûkel-deeps  
The Rusted-deeps  
The Under-grottos

#### Sites (20)

The Under-leas  
The Under-vaults  
The Wind-deeps  
[Beorn's House]  
[Eagle's Eyrie]  
[Goblin-gate]  
[Gondmaeglom]  
[Iron-hill Dwarf-hold]  
[Mount Gram]  
[Mount Gundabad]  
[Thranduil's Halls]  
[Wellinghall]  
[The Wind Throne]

#### Sideboard (25)

##### Resources

Crook-legged Orc  
Crowned with Storm  
Eddy in Fate's Tide  
Flame of Udûn  
Heart of Dark Fire  
Hill-troll  
Invade Their Domain  
Lord and Usurper  
Mine or No One's  
Mountain-maggot  
Prone to Violence  
Roam the Waste  
Scourge of Fire  
[Piercing All Shadows 2x]  
[Sudden Call]

##### Hazards

Diminish and Depart  
Fled into Darkness  
Olog Warlords  
Press Gang  
[Covetous Thoughts 2x]  
[Eärucaraxë Ahunt]  
[Muster Disperses]  
[Stench of Mordor]

### Balrog's Host

The Balrog uses his Strangling Coils form in this deck to maximize direct influence and faction recruiting. He wants all Orc factions of the Misty Mountains in his Great Army. When the time is right, the Balrog burrows into the Iron Hill Dwarf-hold from the Under-deeps to claims the realm as his own - much as he took Khazadum now called Moria. The hazards contain a mix of two sub-themes: Dragons/Drakes and roadblock.

#### Starting Company (1) in Moria

- Umagaur controls Bolg, Old Troll starts under general influence. Instead of two minor items, start with Orders from the Great Demon on the company and Gangways over the Fire.

## Part III: Balrog Decks - Deck #2

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### **Suggested Sites for Resources**

A Few Recruits - Gondmaeglom (tapped)

Breach the Hold - The Rusted-deeps

Goblins of Goblin-gate - Goblin-gate

Grey Mountain Goblins - Gondmaeglom

Iron Shield of Old - (after tapping otherwise) The Under-leas or any non-Darkhaven Under-deeps Ruins & Lairs

Nasty Slimy Thing - The Gem-deeps, The Pukel-deeps, The Under-vaults or The Under-grottos

Orcs of Angmar - Mount Gram

Orcs of Gundabad - Mount Gundabad

Orcs of Moria - Moria

People Diminished - Eagle's Eyrie, Beorn's House, Thranduil's Halls or Wellinghall

Roots of the Earth - The Rusted-deeps

Stabbing Tongue of Fire - (after tapping otherwise) any non-Darkhaven Under-deeps site

Whip of Many Thongs - (after tapping otherwise) any non-Darkhaven Under-deeps site

Eddy in Fate's fide (sideboard) - Wellinghall, Eagle's Eyrie, Thranduil's Halls, Beorn's House

Invade Their Domain (sideboard) - Iron Hill Dwarf-Hold

### **Resource Play**

you must recruit at least four of the five unique Orc factions to receive two marshalling points from Great Army of the North. Therefore, do not discard unique Orc factions without attempting to influence them. On the other hand, A Few Recruits is an excellent discard choice, unless you have Grey Mountain Goblins in hand or in play and Gondmaeglom is available. This deck contains two Out He Sprangs to help The Balrog reach an opponent's company for company vs. company combat. If you have a site where an opponent's company is present, attack them if at all convenient. It may be worth holding Great Fissure in your hand indefinitely as insurance waiting for the chance. Bring in Flame of Udun and Scourge of Fire from the sideboard if yours opponent travels a lot around the Misty Mountains. Against a minion opponent, bring in Prone to violence as soon as possible. The deck's resources threaten your opponent as much as your hazards. Specifically, you have the potential to strip out MPs. Besides the potential of company vs. company combat, you have People Diminished, Crowned with Storm, Eddy in Fate's Tide, Invade Their Domain, Mine or No One's, and Scourge of Fire, which is probably the most powerful. Ultimately, you want to complete this expansion's ultimate quest - invading the Iron Hill Dwarf-hold. Leisurely play Roots of the Earth and Breach the Hold as your draw them. They do not have to be played in order, land each keeps The Rusted-deeps in play without committing a character garrison. After you have cycled about half your deck, bring in Invade Their Domain and Lord and Usurper. Keep a couple tactical cards in hand to insure their successful play. The only underground route to The Rusted-deeps goes through The Under-leas and The Wind-deeps. Therefore, avoid tapping these two sites at least until The Balrog is at The Rusted-deeps and prepared to play Invade Their Domain.

### **The Balrog**

The Balrog with Strangling Coils recruits factions very well without enhancement-and usually requires no tactical cards to remain untapped against creatures. When he is not attacking an opponent, The Balrog is your number one option for gathering the Great Army. you will need The Balrog to tap to bring a few cards in from the sideboard. Do not forget to bring in Sudden Call before the first deck cycle ends.

### **Hazard Play**

The hazards feature several Dragon Ahunt manifestations, powerful Drakes, Long Winter to tap your opponent's deep Wilderness sites, and Doors of Night to make everything function efficiently. This deck's hazards slam opponents travelling around the Misty Mountains and Dragon country. Unfortunately the hazards are rather weak against Gondor decks, and only mediocre against Mordor and Under-deeps minion decks. Bring in Covetous Thoughts as soon as possible against a minion opponent. Use An Unexpected Outposts to recycle Twilights, Long Winter, Doors of Night, and itself as you determine their necessity against each opponent. You need to consider your own movement when playing Long Winter because it taps your deep Wilderness sites too. You need to consider your own movement when playing the Dragon Ahunt cards as your surface movement may take you through hunting grounds.

## Part IV: Additional Ringwraith Decks - Introduction

### Introduction of the four new Ringwraith Decks

The next four decks are made under the same conditions as the other ten challenge-decks

- Three rare cards
- 30 hazards – at least 12 creatures
- 30 resources
- 110 cards total

Only the size of the sideboard is different to other decks. Because the Akorahil deck needs a lot of sites the sideboard was reduced to 8 cards and so this deck has now 28 sites. The other three decks has 20 cards each in the sideboard.

Also the starting companies are now unique. This means that no other challenge deck has the same unique character in the starting pool. The decks for Ren, Uvatha and Khamul were taken from meccg.net where Mark Alfano posted the decks in 2006. I haven't changed the original list for resources and hazards. I have just made little changes in the starting company (to make them unique to the other challenge decks – also to the four new one) and I added a sideboard and changed some sites.

The Akorahil deck has the same idea as Mark Alfano's well known Malady deck. The original deck is much more better than the challengedeck because the original deck has more rare cards in it. But I think that you will get an idea how the original deck is working.

The descriptions of the decks have the same chapters than the old decks. So it is easy to play these decks. But most of the decks are not so quick. So you should play especially against the hero-decks two-deck. The reason for this is just simple. A ringwraith-player needs a Sudden call to finish the game. This card is in your sideboard. So you need to sideboard it and then you need to draw it. Also the numbers of marshalling points you can get quick is not so high than in a wizard deck. So you need to slow down your wizard-player-opponent.

Here You find an overview of the Marshalling points each Challengedek has in deck plus sideboard.

Deck	A	B	C	D	E	F	G	H	I	J	1	2	K	L	M	N	O	P	Q	R	S	T	U	V
characters	12	12	13	15	15	15	12	10	11	17	15	15	15	14	10	13	14	17	13	16	14	14	15	17
allies	2	3	4	5	4	3	3	7	6	4	6	1	3	9	2	3	2	9	3	13	6	4	5	8
factions	15	6	10	19	11	8	10	8	9	18	5	14	7	14	4	11	9	5	17	5	19	17	12	5
Misceneallous	7	9	0	0	3	10	4	0	3	1	12	19	0	0	2	9	25	6	7	8	12	2	9	0
items	12	17	19	10	16	13	15	22	11	13	12	4	26	12	10	9	4	16	4	5	2	10	7	14
total	48	47	46	49	49	49	44	47	40	53	50	53	51	49	28	45	54	53	44	47	53	47	48	44

You see that each deck has enough Marshalling points to call the council/Audience with Sauron/Day of Reckoning/Day of Decision.

For any comments please drop me a line. Thanks and have fun.



## Part IV: Additional Ringwraith Decks - Deck K

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### Lord of Rings

Challenge Deck K Deck List Total: 110 cards

#### At Start (6)

Dror (with Open to the Summons)  
Gulla [R]  
Layos  
Surion (with Open to the Summons)

#### Hazards (30)

##### Creatures

Arthadan Rangers  
Ghosts  
Nameless Thing  
Sellswords Between Charters 3x  
Slayer 3x  
True Fire-drake 3x

##### Events

Arouse Defenders  
Awaken Defenders  
Awaken Minions 2x  
Doors of Night 3x  
FEAR! FIRE! FOES! 3x  
Fell Winter 2x  
Incite Denizens 3x  
Twilight 3x

#### Sites (13)

Amon Hen\*  
Bandit Lair\*  
Beorn's House\*  
Dimrill Dale\*  
Dol Guldur\*  
Edoras\*  
Gladden Fields\*

#### Sites (13)

Isengard\*  
Minas Morgul\*  
Moria\*  
Southron Oasis\*  
Variag Camp\*  
Woodmen-town\*

#### Sideboard (20)

##### Resources

Bade to Rule  
Bold Thrust  
Gifts as Given of Old  
Minor Ring  
Piercing All Shadows  
Rumor of the One [R]  
Southrons\*  
Sudden Call  
Swift Strokes  
Trifling Ring  
Variags of Khand\*

##### Hazards

Ambusher  
Cave Worm  
Earcaraxe Ahunt  
Foolish Words  
Itangast Ahunt  
Lost in Free-domains  
Muster Disperses  
New Moon  
Withered Lands

#### Other Characters (11)

Ren the Ringwraith 3x  
Asternak  
Eradan  
Hador  
Jerrek  
Luitprand  
Mionid  
Odoacer  
Pon Opar

#### Resources (30)

##### MP Sources

Bright Gold Ring 2x  
Dwarven Ring of Thelor's Tribe\*  
Gold Ring that Sauron Fancies 2x  
Minor Ring 2x  
Palantir of Orthanc\*  
Scroll of Isildur\*  
The Oracle's Ring [R]  
War-wolf 3x  
Woodmen\*

##### Supporting Resources

Crept Along Cleverly 2x  
Dark Tryst 3x  
Not Slay Needlessly 3x  
Orc Quarrels 2x  
Secrets of Their Forging 2x  
Test of Fire 2x  
Voices of Malice 2x

### K – Lord of Rings (Ren's CHALLENGE DECK)

Play rings, test these rings, get more direct influence to play more characters and make it easier to get factions. The hazards modify the auto attacks.

#### Starting Company (1) at Dol Guldur

- Dror with Open to the Summons, Gulla, Layos, Surion with Open to the Summons, Dror controls Gulla

#### Suggested Sites for Resources

Bright Gold Ring 2x - Beorn's House\*, Edoras\*  
Dwarven Ring of Thelor's Tribe\* - when a Gold Ring is tested as a Dwarven Ring  
Gold Ring that Sauron Fancies 2x - Bandit Lair\*, Gladden Fields\*  
Minor Ring 2x (sideboard 1x) - when a Gold Ring is tested as a Lesser Ring  
Palantir of Orthanc\* - Isengard\*  
Scroll of Isildur\* - Moria\*  
Secrets of Their Forging 2x - Amon Hen\*, Dimrill Dale\*  
Southrons\* (sideboard) - Southron Oasis\*  
The Oracle's Ring - when a Gold Ring is tested as a Spirit Ring  
Trifling Ring (sideboard) - when a Gold Ring is tested as a Lesser Ring  
Variags of Khand\* (sideboard) - Variag Camp\*  
War-wolf 3x - Isengard\*, Moria\* (after tapping the site)  
Woodmen\* - Woodmen-town\*

## Part IV: Additional Ringwraith Decks - Deck K

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### Resource Play

You have to go to Free-holds to play Bright Gold Ring and to Ruins&Lair to play Gold Ring that Sauron Fancies. You can test the Rings by using Test of Fire or at a site where information is playable to replace the Gold Ring with the Ring you want by using Secrets of Their Forging. The best way is to play the Test for the Bright Ring. Because You can search your play deck or discard pile for a Lesser Ring. You can't do this with the Gold Ring that Sauron Fancies. For all ring tests you need sages. So be aware that you have always a sage available. You will make a lot of item points. But you have to be carefully against a corruption hazard deck. So you should store not needed item like Palantir of Orthanc\* and Scroll of Isildur\* and a none-dwarf should bear the Dwarven Ring to reduce the dwarven ring corruption points. When You have played the Rings one character should have enough direct influence to get the Woodmen.

### Ren

Ren is sitting the whole game in Dol Guldur. He can sideboard or when needed tap to give +2 for all corruption checks in the company with the Rings. So this is a help to survive the corruption check at the end of the untap phase for the untested Gold Ring.

### Hazard Play

The main idea is modifying auto attacks at all versions of sites. But be aware that the long events like Fell Winter and Awaken Minions can also hurt you. The creatures will help you to make the modified auto attacks more painful. Especially the Drakes together with Door of Nights can more often attack. And note that Fell Winter with Doors of Night treat all Borderlands to Wildernesses.

### Sideboard

Sideboarding is hard in this game because You have no cards for sideboarding in the deck. So You can only use Ren for sideboarding resources and reducing the hazard limit to sideboard one hazard. In every case you should sideboard Sudden Call. It is also important to get more factions because you have only one in your deck. And finally don't forget to bring in Rumor of the One to get more Marshalling points for Your ring items. When You playing against a deck which is moving trough a lot of free-domains/free-hold then New Moon can change one free-domain/border-hold to a border-land. This is then enough so that the Slayer can attack. You can use Withered Lands to change border-lands and shadow-lands to a double Wilderness and this is enough for the True Fire-drake.

### Strategy Resources

To make the deck faster you should sent a second company to Southron Oasis and Variag Camp. When Your Ringwraith is not in play you can also play Jerrek, Pon Opar, Asternak, Mionid at their home sites. All four have a bonus for the direct influence for factions playable at their homesite. You can do the same with Odoacer. Because he has only a mind of 1 you can let him wait for the faction in Woodmen-town\*.

### Strategy Hazards

You have the Doors of Night in it. So use them. When You have to play against deck I (Witch-King) you should not play them. Otherwise it is too easy for this deck to tap all the sites you need. And don't forget to put a lot of cards onguard because the modifiers are more effective when the opponent is surprised after deciding entering the site.

### Errata

Please read the following cards as follows:

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

**Slayer.** Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

## Part IV: Additional Ringwraith Decks - Deck L

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### Wolves!

Challenge Deck L Deck List Total: 110 cards

#### At Start (8)

Dunlending Spy  
Jerrek (with Foul-smelling Paste)  
Uchel  
Orc Captain  
Orc Tracker  
Pon Opar (with Strange Rations)

#### Resources (30)

##### MP Sources

High Helm  
Orcs of Gundabad  
Orcs of Mirkwood  
Palantir of Orthanc\*  
Regiment of Black Crows  
Sable Shield  
The Arkenstone\*

The Warg-king [R]

War-warg 3x

War-wolf 3x

##### Supporting Resources

A Nice Place to Hide 3x  
Crept Along Cleverly 3x  
Dark Tryst 2x  
Down Down to Goblin-town 3x  
Voices of Malice 2x  
Weigh All Things to a Nicety 3x

#### Hazards (30)

##### Creatures

Chill Douser 3x  
Corsairs of Umbar 2x  
Dunlending Raiders 2x  
Durin's Folk 3x  
Ghouls 3x

##### Events

Alone and Unadvised 3x  
Call of Home  
Faces of the Dead 2x  
Left Behind 3x  
Lure of Expedience 2x  
Lure of the Senses 3x  
Muster Disperses  
Seized by Terror 2x

#### Sites (12)

Barrow-downs\*  
Carn Dum\*  
Dol Guldur\*  
Goblin-gate\*  
Isengard\*  
Moria\*  
Mount Gundabad\*  
Ost-In-Edhil\*  
Sarn Goriwing\*  
The Lonely Mountain\*  
The White Towers\*  
Weathertop\*

#### Sideboard (20)

##### Resources

Black Rider 2x  
Gifts as Given of Old  
Goblins of Goblin-gate  
Orc Quarrels  
Orcs of Moria  
Piercing All Shadows  
Smaug Roused [R]  
Sudden Call  
Words of Menace and Deceit [R]

##### Hazards

Ambusher  
Arthadan Rangers  
Bairanax Ahunt  
Barrow-wight  
Cave Worm  
Corpse-candle  
Covetous Thoughts  
Exhalation of Decay  
Foolish Words  
Itangast Ahunt

#### Other Characters (10)

Uvatha the Ringwraith 3x  
Eradan  
Gorbag  
Grishnakh  
Lagduf  
Nevido Smod  
Orc Captain  
Odoacer

### L – Wolves! (Uvatha's CHALLENGE DECK)

Go to Ruins & Lair to play all of the wolves-allies with the covert company. In the first turn you should go to Ost-In-Edhil to play the first allies (you has to use Strange Rations to go five regions). With the second company you go to Sarn Goriwing and Mount Gundabad to play the factions and the major items. Then you can wait for more allies or if you have the Palantir in your hand got to Isengard. In Isengard is also every ally playable. A good site to play one major item is Barrow-downs. But you can't play allies there. Later in the game Uvatha will move to the Lonely Mountain to influence Smaug.

### Starting Companies (2) at Dol Guldur

- Dunlending Spy, Jerrek with Foul-smelling Paste, Uchel, Pon Opar with Strange Rations, Pon Opar controls Uchel
- Orc Captain, Orc Tracker, Orc Captain controls Orc Tracker

### Suggested Sites for Resources

High Helm / Sable Shield - Barrow-downs\*, Sarn Goriwing\*

Goblins of Goblin-gate (sideboard) - Goblin-gate\*

Orcs of Gundabad - Mount Gundabad\*

Orcs of Mirkwood - Sarn Goriwing\*

Orcs of Moria (sideboard) - Moria\*

Palantir of Orthanc\* - Isengard\*

Regiment of Black Crows - Barrow-downs\*, Isengard\*, Ost-In-Edhil\*, The Lonely Mountain\*, The White Towers\*, Weathertop\* (the site should be tapped)

## Part IV: Additional Ringwraith Decks - Deck L

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Smaug Roused - The Lonely Mountain\*

The Arkenstone\* - Moria\* (you need The Lonely Mountain\* to play Smaug Roused there)

The Warg-king/ War-warg 3x - Isengard\*, Ost-In-Edhil\*, The White Towers\*, Weathertop\* (the site should be tapped)

War-wolf 3x - Goblin-gate\*, Isengard\*, Moria\*, Ost-In-Edhil\*, Sarn Goriwing\*, The White Towers\*, Weathertop\* (the site should be tapped)

### Resource Play

Your characters are not so strong. So you have to use wisely Down Down to Goblin-town to reduce the number of creatures playable against you. The automatic attacks are not so strong. So you should defeat them. Otherwise you can use Crept along Cleverly or A Nice Place to Hide to cancel these attacks. If you have a second company you should send them to Sarn Goriwing to wait for an major item and after that they can play more War-wolfs there. Uvatha has to influence Smaug.

### Uvatha

Uvatha is waiting for Black rider, Smaug Roused and Words of Menace and Deceit. To make him useful in the meantime you should sideboard resources or use his special ability to bring one card from the discard pile in your play deck. If you have the three cards in your hand move him to The Lonely Mountain\*. Cancel the automatic attach by using Crept along Cleverly and then influence Smaug with the help of Words of Menace and Deceit. When Uvatha failed the influence check then You can play The Arkenstone\* in the next turn. Or you use his special ability and/or Weigh All Things to a Nicety to cycle the faction and Words of Menace and Deceit and try again.

### Hazard Play

Use the creatures to generate an attack of at least five strikes. Then play Left Behind to form a separate company with that character and after that you can play Alone and Unadvised. The corruption checks can hurt. You can also try the same thing with Faces of the Dead and Seized by Terror. And before the corruption checks you can use Muster Disperses or Call of Home. The sideboarding of additional hazards is only possible by halving the hazard limit or after exhausting your play deck.

### Sideboard

First You have to sideboard the reources for Uvatha (Black rider, Smaug Roused and Words of Menace and Deceit). You can also sideboard the Goblins of Goblin-gate and Orcs of Moria when the deck is exhausted and you have not enough MP's. Before the deck exhausting you should sideboard Sudden Call.

### Strategy Resources

Your key character is Pon Opar. He is the only sage in your deck and without him the Voices of Malice are useless. You should move every turn with the covert company to a Ruins & Lairs when you have Down Down to Goblin-town in your hand. Otherwise it is better to stay. Please note that Regiment of Black Crows change to an overt company. With the overt company go for items and factions. Be careful when you are playing against a Fallen wizard. You can't play any resources at a protected site.

### Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U) [MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadowholds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

THE ARKENSTONE - Greater Item (P) [MP: 3; CP: 3]

Unique. +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all *non-follower* cards he controls). (E)

## Part IV: Additional Ringwraith Decks - Deck M

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### It's magic!

Challenge Deck M Deck List Total: 110 cards

#### At Start (7)

Belegorn  
Dorelas  
Orc Brawler  
Orc Captain  
Troll-chief (with Shadow-cloak and Blazon of the Eye)

#### Other Characters (7)

Akhorahil the Ringwraith 3x  
Ciryaher  
Orc Tracker 2x  
Orc Veteran

#### Hazards (30)

##### Creatures

Arthadan Rangers  
Barrow-wight  
Cave-drake  
Corpse-candle 2x  
Corsairs of Umbar  
Ice-drake  
Rain-drake  
Sellswords Between Charters  
Slayer 3x

##### Events

Alone and Unadvised 2x  
An Unexpected Outpost 3x  
Lure of Expedience 3x  
Lure of Nature\* 3x  
Lure of the Senses 3x  
The Balance of Things [R]  
Twilight 3x

#### Resources (30)

##### MP Sources

Black Trolls  
Blasting Fire 2x  
Great Bats 2x  
Half-trolls  
Orcs of Gorgoroth  
Orcs of the Red Eye

##### Supporting Resources

A Malady Without Healing [R]  
Akhorahil Unleashed [R]  
Dark Tryst 3x  
Deeper Shadow 3x  
Fell Rider 3x  
Forced March 2x  
The Tormented Earth 3x  
Voices of Malice 3x  
Weigh All Things to a Nicety 3x

#### Sites (28)

Bandit Lair\*  
Barad-dur\*  
Beorn's House\*  
Bree\*  
Buhr Widu\*  
Carn Dum\*  
Caves of Ulund\*  
Cirith Gorgor\*  
Dead Marshes\*  
Dol Guldur\*  
Edoras\*  
Ettenmoors\*

#### Sites (28)

Geann a-Lisch\*  
Goblin-gate\*  
Isengard\*  
Minas Morgul\*  
Minas Tirith\*  
Moria\*  
Mount Doom\*  
Mount Gram\*  
Mount Gundabad\*  
Nurniag Camp\*  
Raider-hold\*  
Sarn Goriwing\*  
Shrel-Kain\*  
The White Towers\*  
Weathertop\*  
Wellinghall\*

#### Sideboard (8)

##### Resources

Scroll of Isildur\*  
Sudden Call  
The Arkenstone\*

##### Hazards

Covetous Thoughts  
Lost in Free-domains  
Neither so Ancient Nor so Potent  
River  
Seized by Terror

### M – It's magic (Akhorahil's CHALLENGE DECK)

Squat a little bit around in Mordor to collect small points for items, allies and factions. And help to draw the needed card for Akhorahil. So he can then travel to the site of your opponent to play A Malady Without Healing and make company versus combat against hero companies.

#### Starting Companies (4) at Minas Morgul

- Troll-chief with Shadow-cloak and Blazon of the Eye is travelling to Barad-dur\* to sit there the whole game.
- Belegorn is travelling to Mount Doom\*.
- Dorelas and Orc Brawler are travelling to Nurniag Camp\*, Dorelas controls Orc Brawler
- Orc Captain is travelling to Cirith Gorgor\*

#### Suggested Sites for Resources

Black Trolls - Barad-dur\* (under the control of Troll-chief, so the site is not tapped)

Blasting Fire 2x - Cirith Gorgor\*, Nurniag Camp\*

Great Bats 2x - Nurniag Camp\*

Half-trolls - Barad-dur\* (under the control of Troll-chief, so the site is not tapped)

Orcs of Gorgoroth - Barad-dur\* (under the control of Troll-chief, so the site is not tapped)

Orcs of the Red Eye - Barad-dur\* (under the control of Troll-chief, so the site is not tapped)

Scroll of Isildur\* (sideboard) / The Arkenstone\*(sideboard) - Caves of Ulund\*, Moria\*

## Part IV: Additional Ringwraith Decks - Deck M

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### Resource Play

Just play all of your factions at Barad-dur\* under the control of the Troll-chief. When he has three faction you can play the fourth faction normally. Then the site is tapped but you don't lose all of your faction when the Troll-chief is leaving the game. The three other companies are travelling every turn to draw cards. If possible they can play the items and allies. You can also play the items and allies at Mount Doom\*. But this site has an auto attack. And your characters are very weak. So a modified attack can kill your characters. And you don't have much backup. The best way to heal character is travelling to Barad-dur\*. So you have only dark-domains to pass and so only detainment attacks are possible. You have to cycle all of the important cards. This cards are Akorahil unleashed and Forced march. All the magic cards are going back in your deck when Akorahil is using these cards.

### Akhorahil

Akhorahil Description is waiting for the Fell-Rider. With the help of this card he can travel to sites where your opponent has a company. To prepare this you have to find out which haven is the best starting point because he can go there without a moving card. Akhorahil can play all of your magic cards and can put them back in the deck after using. So he is powerful and can cancel a lot. When at the same site as your opponent's company play A Malady Without Healing and use Akhorahil Unleashed to play Malady twice. Against a hero company Akhorahil can make company versus company combat. And when travelling to Moria\* or Caves of Ulund\* play a greater item there. Against dwarves you can use The Arkenstone\* to force the discard of a dwarf character.

### Hazard Play

This is just easy. Play corruption cards and the creatures. The corruption cards should help the Malady to destroy a character. The Balance of Things is also very good to make corruption check not so easy.

### Sideboard

The sideboard don't have much cards in it. So it's easy to find out what you will need. The two greater items is a must to sideboard. Otherwise You will have not so much points in the end. And also Sudden call is needed to end the game. The hazards depends of what you will need. If you have eliminated all rangers then River is a good choice.

### Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. ***May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.*** (E)

DEEPER SHADOW - *Short*-event (U)

Magic. Shadow-magic. Playable during the movement/hazard phase on a moving shadow-magic-using character. In character's site path, change a Ruins & Lairs to a Shadow-hold or one Wilderness to a Shadow-land. Alternatively, decrease the hazard limit against his company by one (to no minimum). Unless he is a Ringwraith, he makes a corruption check modified by -3. (E)

LURE OF NATURE - Permanent-event (C) [CP: 2]

Corruption. Playable on a non-Hobbit, non-Dwarf, non-Orc (*after all other hazards have been played*) for each Wilderness in his company's site path. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 4, discard this card. Cannot be duplicated on a given character. (E)

RIVER - Short-event (C)

Playable on a site. ***If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.*** (E)

## Part IV: Additional Ringwraith Decks - Deck M

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SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

**Slayer.** Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

THE ARKENSTONE - Greater Item (P)

[MP: 3; CP: 3]

Unique. +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all *non-follower* cards he controls). (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)



## Part IV: Additional Ringwraith Decks - Deck N

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### Smoke on the Water

Challenge Deck N Deck List Total: 110 cards

#### At Start (6)

Shagrat (with Orders from Lugburz)  
Lieutenant of Angmar [R]  
Orc Veteran  
Troll Lout (with Foul-smelling Paste)

#### Other Characters (10)

Khamul the Ringwraith 3x  
Lagduf  
Muzgash  
Orc Captain 2x  
Orc Tracker 2x  
Orc Veteran

#### Hazards (30)

##### Creatures

Chill Douser 3x  
Neeker-breakers 3x  
Slayer 3x  
Wisp of Pale Sheen 3x

##### Events

An Unexpected Outpost 2x  
Enchanted Stream 3x  
Exhalation of Decay 2x  
Foolish Words 3x  
River 3x  
Shut Yer Mouth 2x  
The Moon Is Dead 3x

#### Resources (30)

**MP Sources**  
Blackbole [R]  
Broad-headed Spear 3x  
Burning Rick, Cot, and Tree 3x  
Grey Mountain Goblins  
High Helm  
Orcs of Gundabad  
Sable Shield  
Smoke on the Wind [R]  
**Supporting Resources**  
Bold Thrust 3x  
Dark Tryst 3x  
Fell Rider 2x  
Forced March  
I'll Report you 2x  
Swift Strokes 3x  
Under His Blow 2x  
Weigh All Things to a Nicety 2x  
**Sites (14)**  
Buhr Widu\*  
Cameth Brin\*  
Carn Dum\*  
Dead Marshes\*  
Dol Guldur\*  
Eagles' Eyrie\*  
Gondmaeglom\*  
Isengard\*  
Moria\*

#### Sites (14)

Mount Gundabad\*  
Raider-hold\*  
Sarn Goriwing\*  
Shrel-Kain\*  
Woodmen-town\*  
**Sideboard (20)**  
**Resources**  
Black Mace  
Fell Rider  
Forced March  
Gifts as Given of Old  
I'll Report you  
Mechanical Bow  
Orcs of Mirkwood  
Piercing All Shadows  
Sudden Call  
The Ring Leaves Its Mark 2x  
Under His Blow  
War-wolf  
Woodmen\*  
**Hazards**  
Alone and Unadvised  
Ambusher  
Earcaraxe Ahunt  
Itangast Ahunt  
Lost in Free-domains  
Searching Eye

#### N – Smoke on the Water (Khamul's CHALLENGE DECK)

Go to Eagles' Eyrie once you get Smoke in the Wind. Go to the Borderholds when you have Burning Rick, Cot, and Tree. Go to the faction sites when you have neither. Break things. Get points. Win games.

#### Starting Company (1) at Dol Guldur

- Shagrat with Orders from Lugburz, Lieutenant of Angmar, Orc Veteran and Troll Lout with Foul-smelling Paste. Shagrat controls Orc Veteran and the Lieutenant controls Troll Lout.

#### Suggested Sites for Resources

Blackbole - Woodmen-town\*  
Black Mace (sideboard) - Moria\*  
Broad-headed Spear 3x - Buhr Widu\*, Cameth Brin\*, Dead Marshes\*, Eagles' Eyrie\*, Isengard\*,  
Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*  
Burning Rick, Cot, and Tree 3x - Cameth Brin\*, Raider-hold\*, Shrel-Kain\*, Woodmen-town\* (after tapping  
the site)  
Grey Mountain Goblins - Gondmaeglom\*  
High Helm - Buhr Widu\*, Cameth Brin\*, Dead Marshes\*, Eagles' Eyrie\*, Isengard\*,  
Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*  
Orcs of Gundabad - Mount Gundabad\*  
Orcs of Mirkwood (sideboard) - Sarn Goriwing\*  
Sable Shield - Buhr Widu\*, Cameth Brin\*, Dead Marshes\*, Eagles' Eyrie\*, Isengard\*,  
Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*  
Smoke on the Wind - Eagles' Eyrie\* (after tapping the site)  
War-wolf (sideboard) - Isengard\*, Moria\*, Mount Gundabad\*, Sarn Goriwing\* (site should be tapped)  
Woodmen\* (sideboard) - Woodmen-town\* (second deck cycle)

## Part IV: Additional Ringwraith Decks - Deck N

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### Resource Play

The idea of the Deck is to burn down three border-holds and one free-hold. To make this possible you have to play first an item or Blackbole and then you can play Burning Rick, Cot, and Tree and Smoke on the Wind. You should first move to Raider-hold\* because you can draw 2 cards and the automatic attack has only 7 prowess. Try to play on each leader in your starting company an I'll report you to give +2 prowess to each character in the company. You have to use the sites wise. Especially if you are playing against a hero player. Because then you have the chance for company versus company combat. Shrel-Kain\* is very interesting. Two hero challenge decks (C and D) have the Men of Dorwinion in it. So you should wait until your opponent has played this faction. Then you should go there and burn down the site. If you are successful, the faction is discarded.

### Khamul

Khamul is waiting for his moving card. So he can start with sideboarding. If he got this mode card he can also burn sites because with the Fell Rider he has 12 prowess. This is also a big help in company versus company combat. You should use Forced Marsh to move Khamul first to a Darkhaven and then to a none Haven site. So he doesn't need to wait for a new Fell Rider.

### Hazard Play

You should tap or kill all of your opponent's rangers . Then you can play Enchanted Stream and River to roadblock the companies.

### Sideboard

When Khamul is in play you should sideboard in the third Fell Rider or The Ring Leaves Its Mark. When your opponent is a Wizardplayer you should sideboard in Black Mace. Because all of the Wizard Challengedecks have Moria included. So go to Moria for company versus company combat and play the greater item. In every case you should sideboard the War-wolf. So you have a better chance to get an ally because Blackbole is the only one in the deck. Be careful with the hazards. Itangast Ahunt can also touch you and you have no chance to cancel these attack. The other hazards should be helpful against sneaking deck (Searching Eye) and Gondor decks (Lost in Free-domains and Ambusher). And don't forget to sideboard in Sudden Call before you exhausted your deck. In the case of exhausting your deck you should sideboard the two factions (Orcs of Mirkwood and Woodmen) because then you can use the sites again.

### Strategy Resources

The idea of the deck is simple. Play an item or ally at a site an burn them down. you have enough modifier for prowess in your deck and when each of the two leader in the starting company has an I'll report you it is much more easier to burn the sites. But you are a little bit weak to influence factions. Because you have no Sage-character Foolish Words is the best way to stop you. In that case you should sideboard Gift as Given of Old to make the influence attempt easier for you. And be careful in Dragon country. If your opponent has dragons in his deck you should go to places where dragons can not attack.

### Strategy Hazards

First modify the attack of Undeads with the help of The Moon is Dead. Then play your Undeads. Even a detainment attack can tap a character. The same could happen with Neeker-breekers. Afterwards Enchanted Stream plus River is the best way to stop your opponent. And to make an company versus company combat more successful at a Border-hold you have three Slayers.

### Errata

Please read the following cards as follows:

RIVER - Short-event (C)

Playable on a site. *If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.* (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

**Slayer.** Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

# Part V: Fallen Wizard Decks - Introduction

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## Introduction of the Fallen Wizard challenge decks

When You are playing a hero challenge deck against the same Fallen Wizard You have to replace Your wizard with the wizard in your sidebar. To do this You make the replacement after You have played Your wizard. So You don't need to replace the three wizard You have in deck.

If You are playing Fallen Wizard You must know some new rules. Here are rules You have to know for using the challengedecks.

### USING MEWH

When you play a Fallen-wizard, assume that your Fallen-wizard is a METW "Wizard." **All of the normal METW rules apply except for the specific exceptions outlined in these rules.** The *MELE* rules that concern Wizards also apply to Fallen-wizards.

**Wizards** – When the rules and cards refer to a Wizard, they apply to your Fallen-wizard.

**Wizardhavens** – When rules and non-site cards refer to Havens and Darkhavens, they apply instead to your Wizardhavens. The special effects of *METW* Havens (i.e healing, bringing characters into play, etc.) do apply to your companies at your Wizardhavens. These same effects do **not** apply to your companies at *MELE* Darkhavens and *METW* Havens.

**Stage Points** – Certain cards give your Fallen-wizard "stage points." Stage points reflect how far your Fallen-wizard has deviated from his original mission. You must keep track of your accumulated stage points. The number of stage points that a card gives is indicated by one of the following symbols:



**Stage Resources** – *MEWH* introduces a new type of resource card called a 'stage resource card'. Such a card is actually a "Fallen-wizard-only resource card" — only Fallen-wizard players may include them in their decks. Stage resources have a green-colored (i.e. tarnished copper) background. Most stage resource cards give stage points.

**Characters** – You may use both hero and minion characters. However, you may only use a character if his mind attribute is 5 or less. All of your non-Orc/-Troll characters are considered to be hero characters. You may only use up to two of each non-unique character.

**Orcs & Trolls** – Because most Fallen-wizard characters will *not* be Orcs and Trolls, specific rules concerning Orc and Troll characters are collected in one section at the end of these rules.

**Hero/Minion Resources** – You may use both hero and minion resources. However, you may only include up to a total of two of each non-unique hero or minion resource in your play deck and sidebar.

**Sites** – There are four Fallen-wizard site cards: Isengard, The White Towers, Rhosgobel, and Deep Mines. These site cards have a light gray background. Unless stated otherwise on a card, a Fallen-wizard player may use these sites instead of the hero/minion versions. Most fallen-wizard companies use hero site cards when moving to non-Fallen-wizard sites (see the Movement section for exceptions).

**Marshalling Points** – Marshalling points for stage resource cards are handled normally (i.e. as printed on the card). However, all other marshalling point cards are only worth 1 marshalling point each to a Fallen-wizard (regardless of their printed value).

These MPs can **not** be modified by a hero or minion resource event (e.g. *Rumor of the One*, *Tribute Garnered*, *Sentinels of Númenor*, etc.). However, Fallen-wizard abilities and stage resource cards **can** modify the number of marshalling points certain cards give.

# Part V: Fallen Wizard Decks - Introduction

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## THE VICTORY CONDITIONS

As a Fallen-wizard you may win in the same way a *METW* Wizard wins: your opponent is eliminated **or** you recover *The One Ring* **or** you have the most marshalling points at the Free Council. The following exceptions apply:

- In order to win by recovering *The One Ring* at least one *A New Ringlord* card must be played and the conditions outlined on that card must be met.
- The Free Council is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (a Fallen-wizard) it is called your **Day of Reckoning** and your marshalling points reflect how far you have progressed towards completing your own personal agenda.
- You do not receive marshalling points for cards stored at non-Wizardhaven sites

## GETTING READY TO PLAY

A Fallen-wizard player prepares for play just as a Wizard does, with the following exceptions:

### Declaring That Your Wizard is Fallen

If you are playing a Fallen-wizard, you must tell your opponent which Fallen-wizard you are playing before choosing starting companies. If your opponent has normal hero Wizard character cards in his play deck and/or sideboard that correspond to the Fallen-wizard you have declared, he may replace those Wizard cards with an equal number of other Wizard character cards that he has available. Your opponent may also add 10 cards to his sideboard (these cards should be preselected for a Fallen-wizard opponent).

**Note:** This rule means that when you declare that you are playing a specific Fallen-wizard, your opponent may not play the corresponding hero Wizard (i.e. that Wizard has already fallen). You and your opponent may still both declare and attempt to play the same Fallen-wizard, but the game will probably be won by the first player to get his Fallen-wizard into play.

### Starting Stage Cards

You must attempt to start with one, two, or three (your choice) stage resource permanent-event cards in play. These cards must have a combined total of 3 stage points. At least one of these cards must be non-unique. You may not start such a card if the conditions required to play the card do not exist. These cards should be revealed as if they were starting characters with duplicate unique cards being discarded.

### Starting Characters

Your starting characters (up to 5) may include hero characters and minion characters, but you may not start a character with a mind greater than 5. However, you may not start Orc and Troll characters unless you start with an appropriate stage resource card (e.g., *Bad Company*).

### Starting Site

Your starting company may begin play at The White Towers or at any Ruins & Lairs site in Rhudaur or Arthedain. If you start at a Ruins & Lairs site, one of your starting stage resource cards may be a *Hidden Haven* played on your starting site.

## THE PLAYER TURN

The player turn proceeds normally with the following exceptions:

- You may discard one of your stage resource cards already in play during your organization phase. You may **not** discard such a card if it would reduce your stage points below 3.
- You may only play stage resource permanent-events during your organization phase (unless a specific card states otherwise).
- Fallen-wizard companies may attack Ringwraith companies (see *MELE* rules, p. 80) and vice versa. However, non-overt Fallen-wizard companies and Wizard companies may not attack each other. (Overt Fallen-wizard companies may attack any company controlled by another player, see the section on Special Rules for Orcs and Trolls).

# Part V: Fallen Wizard Decks - Introduction

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## CHARACTERS AND COMPANIES

All of your non-Orc and non-Troll characters are considered to be hero characters. Thus, a company consisting of only such characters is treated as a hero company. Such a company is covert for the purposes of playing minion resources.

- Your Fallen-wizard may only start at his home
- You may not start or bring into play any character with a mind greater than 5.

## MOVEMENT

Fallen-wizard companies **must** use region movement. When one of your Fallen-wizard companies moves to a site, you and your opponent draw cards based on the site being moved to. This applies even if moving to one of your Wizardhavens. The *METW* Havens (i.e., Grey Havens, Rivendell, Lórien, Edhellond) and *MELE* Darkhavens (i.e., Minas Morgul, Dol Guldur, Carn Dûm, and Geann a-Lisch) are **not** considered to be havens for a Fallen-wizard player.

The following exceptions for using sites can be modified by the play of certain hazards and stage resources.

- A fallen-wizard's non-overt companies must use hero sites for sites that are *not* Ruins & Lairs.
- A Fallen-wizard's companies may freely use either minion or hero Ruins & Lairs sites on a site per site basis (subject to the restriction below).
- If your hero (or minion) version of a site is in play or in your discard pile, you may not use your minion (or hero) version of the same site.
- The play of certain cards can change the type of sites that your companies may use (e.g., *Plotting Ruin*, *Heart Grown Cold*, etc.). When this happens, immediately exchange any affected site cards already in play with the corresponding site cards of the proper type.

## CORRUPTION CHECKS

Corruption checks are handled normally with these exceptions:

- Corruption checks for a Fallen-wizard are handled as if he were a minion character. That is, if the roll for a corruption check is equal to a Fallen-wizard's corruption point total or one fewer, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- Corruption checks for a Fallen-wizard's non-Orc and non-Troll character are handled as if the player were a Wizard.
- Corruption points given on all non-item stage resource cards apply to your Fallen-wizard.

## PLAYING AND USING RESOURCES

Playing resources is handled normally with these exceptions:

### Testing Gold Rings

Whenever a Fallen-wizard player tests a hero gold ring item, the roll is modified by -1.

**Note:** The restrictions below do *not* apply to Spells and Magic.

### Targeting Site and Resource Cards<sup>1</sup>

A hero resource event card may not target/affect a minion site card or a minion resource card.

A minion resource event card may not target/affect a hero site card or a hero resource card.

### Playing Resources at a Site

In order to play a non-Fallen-wizard resource that would normally tap a site, either the site and the resource to be played must both be hero cards or they must both be minion cards. For these purposes, a Fallen-wizard site card (or any Wizardhaven) is both a hero site and minion site.

This applies to all factions, allies, and items; as well as other cards played during the site phase that tap the site.

Note: When the test of a gold ring indicates that a specific type of ring may be played, you may play either a hero or a minion ring of the appropriate type.

# Part V: Fallen Wizard Decks - Introduction

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## Using Items

All non-Orc/-Troll characters may freely use both hero and minion items.

## When Your Fallen-wizard Leaves Play

If your Fallen-wizard leaves play, discard all of your stage resource permanent-events in play that are specific for your wizard (e.g., if you are Alatar and play Sacrifice of Form, you must discard all of your stage resource permanent-events that say “Alatar specific.”) As is normally the case, all hazard permanent events on such a wizard are discarded.

## SPECIAL ORC & TROLL RULES

A company with any Orc or Troll characters is an overt company. In addition, a company with any of the following allies is an overt company: Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, “Two-headed” Troll. Any other company is a hero company.

- Orcs that are “Half-orcs” are special — if a Half-orc is in a company with only Half-orcs and Men, the company is not overt (i.e., the Half-orcs appear to be ugly men to the casual observer). Half-orcs cannot take trophies. However, for all other purposes a Half-orc is considered an Orc.
- You may not play Orc and Troll characters until you have played the appropriate card (e.g., Bad Company).
- Unless at a Wizardhaven, and Orc or Troll cannot be in the same company as an Elf, Dwarf, Dúnadan, or Hobbit.
- A Fallen-wizard overt company may attack any company controlled by another player and vice versa.
- A Fallen-wizard’s overt companies must use hero sites for Shadow-holds, Dark-holds, and minion Darkhavens. They must use minion sites for Border-holds, Free-holds, and hero Havens.
- Overt companies are not minion companies for the purposes of the detainment attack guidelines in the MELE rules (p. 31). Overt companies are minion companies for hazards that can only attack/affect minion companies (e.g., Sons of Kings).
- Corruption checks for an Orc or Troll character are handled as if he were a minion character. That is, if the roll for a corruption check for an Orc or Troll character is equal to his corruption point total or one less, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- You may not play a hero resource permanent-event on a company with an Orc or Troll in it.
- A hero resource may not target an Orc or Troll character (e.g., Orc and Troll characters may not use Block, Escape, etc.).
- A hero resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement (e.g., Concealment, Many Turns and Doublings, etc.).
- An Orc or Troll character may not tap to initiate an effect from a hero resource (e.g. Praise to Elbereth, Great Ship, etc.).
- An Orc or Troll character may be the bearer of a hero item, but all bonuses and special abilities are ignored (all restrictions to movement and playability still apply).

## TOURNAMENT RULES

### Starting Stage Cards

When the Character Draft is used, treat the starting stage cards as if they were characters.

### Revealing Your Wizard

In the general opponent format, you must reveal the identity of your Fallen-wizard before the game begins.

Thanks to Mark Alfano for correcting the original MEWH-rules.

# Part V: Fallen Wizard Decks - Deck O

## Men of Skill

Challenge Deck O Deck List Total: 110 cards

### At Start (10)

Balin

Ettenmoors\* (with Hidden Haven)

Troll-chief (with Blazon of the Eye and Thrall of the Voice)

Celeborn (with Thrall of the Voice and Dagger of Westernesse)

Wacho

### Hazards (30)

#### Creatures

Ambusher 2x

Bairanax Ahunt

Barrow-wight 2x

Cave-drake 2x

Corsairs of Umbar 2x

Itangast Ahunt

Old Man Willow 2x

Orc-watch

Slayer 2x

#### Events

An Unexpected Outpost 2x

Eyes of the Shadow

Foolish Words 2x

No Way Forward

Power Built by Waiting

Redoubled Force

River 3x

Troll-purse

Twilight 3x

### Resources (30)

#### MP Sources

Misty Mountain Wargs

Stone Trolls

That Ain't No Secret 2x

#### Stage Resources

Double-dealing 3x

Fortress of the Towers

Gatherer of Loyalties

Great Patron

Guarded Haven

Man of Skill

The Forge-master

The Fortress of Isen

Wizard's Myrmidon

#### Supporting Resources

Dark Quarrels 2x

Dark Tryst 2x

Hall of Fire 2x

Hide in Dark Places 2x

Horns, Horns, Horns

Rebuild the Town 2x

Smoke Rings 2x

Weigh All Things to a Nicety 2x

#### Sites (5)

Bree

Isengard@

Mount Gram

The White Towers@

The Worthy Hills\* [R]

### Other Characters (10)

Saruman@ 3x

Annalena

Baugur

Dorelas

Ill-favoured Fellow 2x

Layos

Voteli

### Sideboard (25)

#### Resources

A Chance Meeting

Blasting Fire 2x

Horns, Horns, Horns

Marvels Told

Noble Hound 2x

Schwertmeister 2x

Vile Fumes 2x

Voices of Malice

When I Know Anything 2x

When you Know More 2x

Woses of the Eryn Vorn

#### Stage Resources

A Strident Spawn

Half-orcs 3x

Saruman's Machinery [R]

The White Hand [R]

#### Hazards

Alone and Unadvised

Lost in Free-domains

## O – Men of Skill (Fallen Saruman's CHALLENGE DECK)

Fallen Saruman will get the White Hand. Therefore he needs a Strident Spawn and Saruman's Machinery. The Troll-chief is sitting in Ettenmoors playing two factions. Place the factions with the leader to avoid tapping Ettenmoor. When A strident spawn is in play he can also play the Half-Orc factions there. The other company is travelling to The Worthy Hills and playing all the information cards there. With Man of Skill you will get 16 MP's for that. The hazard is just a mix of creatures and some events.

### Starting Companies (2) at Ettenmoors\*

- Troll-chief with Blazon of the Eye and Thrall of the Voice.
- Celeborn with Thrall of the Voice and Dagger of Westernesse, Balin and Wacho. Balin controls Wacho.

### Suggested Sites for Resources

Blasting Fire 2x (sideboard) - Isengard@ (after playing Saruman's Machinery)

Half-orcs 3x (sideboard) - Isengard@ (after playing The Fortress of Isen); Ettenmoors (after playing Guarded Haven)

Double-dealing 3x - The Worthy Hills\*, Mount Gram

Guarded Haven - Ettenmoors\*

Misty Mountain Wargs – Ettenmoors\*

Noble Hound 2x (sideboard) – Bree, The Worthy Hills\* (after playing Rebuild the Town)

Rebuild the Town 2x – The Worthy Hills\* (after playing Double Dealing)

Saruman's Machinery (sideboard) - Isengard@ (after playing The Fortress of Isen)

## Part V: Fallen Wizard Decks - Deck O

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Schwertmeister 2x (sideboard) - The Worthy Hills\* (after playing Double Dealing)

Stone Trolls – Ettenmoors\*

That Aint't no Secret - The Worthy Hills\*

Vile Fumes 2x (sideboard) - Isengard@ (after playing Saruman's Machinery), Mount Gram (after playing Double Dealing)

When I Know Anything 2x (sideboard) - The Worthy Hills\* (after playing Double Dealing)

When you Know More 2x (sideboard) - The Worthy Hills\* (after playing Double Dealing)

Woses of the Eryn Vorn (sideboard) - The Worthy Hills\* (after playing Double Dealing)

### Resource Play

First you have to play Double-dealing at The Worthy Hills. After that you can sideboard all the hero-resources you can play there. you can do that because the minion version of The Worthy Hills has the special that the site never taps. The next step is to get a protected wizardhaven. Therefore you have to send a character to Isengard@ and/or The White Towers@ to play The Fortress of Isen/ Fortress of the Towers. you can also use Guarded Haven at Ettenmoor to protect the site. Now you can play A Strident Spawn and Saruman's Machinery. This means that you can play now the Halforcs and the technology-items at the protected Isengard. If you have three factions (the stage points are not the problem) you can play the White Hand and finish the game. Please use the Hall of Fire to untap characters at Ettenmoor and Isengard. So you have a better chance to remove permanent events on your characters (e.g. corruptions cards).

### Saruman

Saruman is staying the whole game in Isengard and has to sideboard every turn. If you have A strident spawn in play you should tap Saruman during the organization phase to bring the four faction from the sideboard in the discard pile. You can then use Horns, Horns, Horns to shuffle these factions in your play deck. Please note that you can untap Saruman after you have played Hall of Fire at Isengard to play a resource with him.

### Hazard Play

Just try to kill some characters with the creatures and modify the automatic attacks.

### Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
When I Know Anything, When you Know More, Schwertmeister, Woses of the Eryn Vorn	Double dealing
Noble Hound	Rebuilt the town
A Strident Spawn	Protected wizardhaven
Half-orcs	A Strident Spawn
Saruman's Machinery	Protected Isengard
Blasting Fire, Vile Fumes	Saruman's Machinery
The White Hand	A Strident Spawn, Saruman's Machinery + three factions

### Strategy Resources

If you are not able to play the Noble Hound at Worthy Hills send a character to Bree. And if you don't have Saruman's Machinery, you should travel to Mount Gram to play the technology items. Please note that you need for that Double Dealing at the site. Otherwise you have no MP's for allies and items. You should also be aware that you have enough free general influence. Because Saruman is reducing your general influence to 15 and the Troll-chief is alone at Ettenmoors you will get big trouble if somebody is playing successful a Call of Home on him. So the best thing is to play Ill-favoured Fellow at Ettenmoors under direct influence of the Troll-chief. The Troll-chief has still one free direct influence and should be able to influence the factions. Because Baugur is an agent you can only bring him in play at Isengard. He can play the Halforc-factions too because he has three direct influence. Please note that Baugur and the Ill-Favour-Fellow are Halforcs. So you can discard them when you have them in your hand to early and after playing A Strident spawn you can play them out of your discard pile. To make the influence check against the Woses easier you should use When you know more. And you can also use When I know anything to modify a corruption check.

## Part V: Fallen Wizard Decks - Deck O

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### Strategy Hazards

You should play the hazards as quickly as you can to draw the needed resources.

### Errata

Please read the following cards as follows:

A STRIDENT SPAWN - Permanent-event (U)

[MP: 1; SP: 4]

**Unique.** Playable if you are Pallando or Saruman and have 6 or more stage points and a protected Wizardhaven. Each of your Half-orcs requires one less point of influence to control. During your organization phase, you may take one Half-orc character from your discard pile to your hand. You may play Half-orc characters at your Wizardhavens, and even if your Fallen-wizard is not there. Cannot be duplicated by a given player. (E)

BAUGÚR - Warrior Orc (P)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Isengard]

Unique. Half-orc. Agent. Leader. Discard on a body check result of 8. +2 direct influence against Orcs and Orc factions. Agent only: May not move to Free-holds and Border-holds.

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. **May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.** (E)

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. **Cannot be duplicated on a given character.** (E)

FORTRESS OF THE TOWERS - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on The White Towers. The White Towers is protected. Other Fallen-wizards may not use the Wizardhaven card for The White Towers. Cards that give marshalling points are not playable at the site by your opponent in all cases. **~~A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path).~~** Discard this card when the site is discarded or returned to its location deck. (E)

GUARDED HAVEN - Permanent-event (U)

[MP: 1; SP: 1]

Playable on one of your Wizardhavens other than Isengard, The White Towers, or Rhosgobel. The site is protected. Cards that give marshalling points are not playable at the site by your opponent in all cases. **~~A company moving to or from this site is not considered to be moving through the region containing the site (including one less of its region type in their site path).~~** Cannot be duplicated on a given site. (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). **If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.** (E)

## Part V: Fallen Wizard Decks - Deck O

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OLD MAN WILLOW - Creature (U)

[MP: 1; P/B: 13/-; Playable: double Wilderness]

**Awakened Plant.** One strike. 15 prowess against Hobbits. May also be played keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, and Western Mirkwood; and may also be played at Ruins & Lairs, Shadow-holds, and Dark-holds in these regions. Also playable at Old Forest and Drúadan Forest. Two Wildernesses in site path are required. (E)

REBUILD THE TOWN - Permanent-event (C)

Playable *during the site phase* on a non-Dragon's lair, non-Under-deeps Ruins & Lairs. The site becomes a Border-hold and loses all automatic-attacks. Discard Rebuild the Town when the site is discarded or returned to its location deck. (E)

SCHWERTMEISTER - Resource Permanent-event (P)

[MP: 1]

Sage only. Playable on an untapped sage at an untapped site where Information is playable during site phase. Tap the site and the sage. Gives the sage warrior skill. If the sage is already a warrior, he can use two weapons (both modifiers count). If he uses two weapons, he can not use a shield. Cannot be duplicated on a given character.

THE FORTRESS OF ISEN - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on Isengard. Isengard is protected. Other Fallen-wizards may not use the Wizardhaven card for Isengard. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from Isengard is not considered to be moving through Gap of Isen (including one less Border-land in their site path).~~ Discard this card when the site is discarded or returned to its location deck. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

# Part V: Fallen Wizard Decks - Deck P

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## Join the Hunt

Challenge Deck P Deck List Total: 110 cards

### At Start (9)

Beregond  
Eomer  
Haldir  
Ivic (with Dagger of Westernesse,  
Squire of the Hunt and  
Thrall of the Voice )  
Peath (with Dagger of Westernesse)

### Hazards (30)

#### Creatures

Cave Worm 2x  
Cave-drake 2x  
Chill Douser 3x  
Corsairs of Umbar  
Ent in search of the entwives  
Slayer 3x

#### Events

An Unexpected Outpost 2x  
Call of Home 2x  
Faces of the Dead  
Foolish Words 3x  
Muster Disperses  
Rebel-talk 2x  
Shut Yer Mouth 2x  
So You've Come Back 2x  
Twilight 3x

### Resources (30)

#### MP Sources

Barrow-blade 2x  
Durin's Axe  
Glamdring  
High Helm  
Noble Hound  
Rangers of the North  
Tom Bombadil[R]

War-warg 2x

War-wolf 2x

Wild Hounds 2x

#### Stages Resources

Bow of Alatar[R]  
Huntsman's Garb

Join the Hunt

Wizard's Myrmidon

#### Supporting Resources

A Chance Meeting  
A Friend or Three 2x  
A Short Rest 2x  
Crept Along Cleverly 2x  
Risky Blow 2x  
Smoke Rings  
Swift Strokes 2x

### Other Characters (10)

Alatar@ 3x  
Asternak  
Balin  
Beretar  
Faramir  
Gloin  
Kili  
Oin

### Sites (13)

Barrow-downs  
Bree  
Glittering Caves\*  
Himring\*  
Isengard  
Isengard@  
Old Forrest  
Ost-in-Edhil\*  
Ruined Signal Tower  
The White Towers\*  
The White Towers@  
Weathertop\*  
Zarak Dum

### Sideboard (18)

#### Resources

A Panoply of Wings  
Zwergenaxt [Dwarven Axe]  
Goldberry  
Noble Hound  
Promptings of Wisdom  
Sable Shield

#### Stages Resources

Gatherer of Loyalties  
Great Patron  
Hidden Haven  
Legacy of Smiths  
The Great Hunt[R]

#### Hazards

Ambusher  
Barrow-wight  
Daelomin Ahunt  
Lost in Free Domains  
Orc-guard  
Searching Eye  
Sellswords Between Charters

## P – Join the Hunt (Fallen Alatars's CHALLENGE DECK)

Play the items to modify the prowess of Your characters. After that you are strong enough to defeat creatures. Play stage cards to get 12 stage points. Then You can play The great Hunt to make it easier to get MP's for defeating creatures.

### Starting Company (1) at The White Towers

- Beregond, Eomer, Haldir, Ivic and Peath, Ivic controls Eomer

### Suggested Sites for Resources

A Panoply of Wings (sideboard) - Barrow-downs, Bree, Old Forrest, Ruined Signal Tower (after the site was tapped)

Barrow-blade 2x - Barrow-downs, Glittering Caves\*, Himring\*, Isengard, Ost-in-Edhil\*, The White Towers\*, Ruined Signal Tower, Weathertop\*, Zarak Dum (after the site was tapped)

Durin's Axe - Barrow-downs, Isengard, Ruined Signal Tower, Zarak Dum

Zwergenaxt [Dwarven Axe] (sideboard) - Barrow-downs, Isengard, Ruined Signal Tower, Zarak Dum

Glamdring - Barrow-downs, Isengard, Ruined Signal Tower, Zarak Dum

## Part V: Fallen Wizard Decks - Deck P

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Goldberry (sideboard) - Old Forrest (2<sup>nd</sup> deck cycle)

High Helm - Glittering Caves\*, Himring\*

Noble Hound 2x (1x sideboard) - Bree, Old Forrest

Rangers of the North - Bree

Sable Shield (sideboard) - Glittering Caves\*, Himring\*

War-warg 2x - Ost-in-Edhil\*, The White Towers\*, Weathertop\*, (after the site was tapped)

War-wolf 2x - Ost-in-Edhil\*, The White Towers\*, Weathertop\*, (after the site was tapped)

Wild Hounds 2x - Barrow-downs, Ost-in-Edhil\*, The White Towers\*, Ruined Signal Tower, Weathertop\*  
(after the site was tapped)

### Resource Play

Play the items to power your characters up. Play the allies to defeat attacks more easier. Try to get the faction with the help of A Friend or Three. If you have Tom Bombadil in play be careful, because then You can only go with him to Barrow-downs, Bree, Old Forrest, White Towers and Weathertop. You can draw a lot of cards by using A short rest. This will help to get the needed cards.

### Alatar@

Alatar is joining Your starting company or is forming a second company and he is also going for items, allies and factions. Tap Bow of Alatar to give a strike to Alatar in all cases. Reshuffle from discard pile to deck Risky Blow by using Huntsman's Garb. Before the first deck cycle tap him to sideboard needed stages cards. Later in the game with enough weapon form one big company around him to kill a lot of creatures by using The Great Hunt. Before You decide whether to take creatures from the discard pile or the play deck have a look in the deck list of the opponent's deck.

### Hazard Play

The creatures are mix to attack every type of site. More interesting are the events. They reduce the general and direct influence. So you can then use Muster disperses and Call of Home.

### Sideboard

Sideboard is easy in this deck. Transfer Great Patron, Gatherer of Loyalties (after You have more than 3 stage points), Legacy of Smith (after You have more than 6 stage points) and The Great Hunt (after You have more than 12 stage points) from the sideboard to deck by using Smoke Rings or by tapping Alatar. The hazards depend on the opponent's deck. You have two An unexpected outpost in the deck. So this should be easy.

### Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). *If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.* (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

*Slayer.* Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

## Part V: Fallen Wizard Decks - Deck P

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TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

ZWERGENAXT [Dwarven Axe] - Major Item (P)

[MP: 2; CP: 2]

Weapon. Warrior only. +2 prowess (to a maximum of 7); +3 prowess if held by a Dwarf (to a maximum of 8).



# Part V: Fallen Wizard Decks - Deck Q

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## Prophet of Doom

Challenge Deck Q Deck List Total: 110 cards

### At Start (10)

Beretar with Horn of Anor  
Ettenmoors\*( with Hidden Haven)  
Troll-chief (with Blazon of the Eye  
and Thrall of the Voice)  
Firiell [R] (with Thrall of the Voice)  
Damrod

### Hazards (30)

#### Creatures

Bert (Burat)  
Tom (Tuma)  
William (Wuluag)  
Cave Worm 2x  
Olog-hai (Trolls) 2x  
Orc-guard 2x  
Orc-lieutenant 2x  
Orc-warband\* 2x  
Wild Trolls 2x

#### Events

An Unexpected Outpost 3x  
Aware of their Ways 3x  
Minions Stir\* 3x  
Searching Eye  
Twilight 3x  
Veils Flung Away 2x

#### Sites (6)

Bag End  
Bree  
Isengard@  
Old Forest  
The White Towers@  
Deep Mines 2x

### Resources (30)

#### MP Sources

Goldberry  
Hill Trolls [R]  
Mistress Lobelia  
Misty Mountain Wargs  
Stone Trolls

#### Stage Resources

Fortress of the Towers  
Great Patron  
Guarded Haven  
Pallando's Apprentice  
Pallando's Hood  
The Fortress of Isen  
Truths of Doom  
Wizard's Myrmidon

#### Supporting Resources

Crept Along Cleverly 2x  
Dark Quarrels 2x  
Dark Tryst 2x  
Gifts as Given of Old 2x  
Hall of Fire 2x  
Horns, Horns, Horns  
Many Turns and Doublings  
Not Slay Needlessly  
Smoke Rings 2x  
Weigh All Things to a Nicety 2x

### Other Characters (10)

Pallando@ 3x  
Baugur  
Boromir II  
Gloin  
Ill-favoured Fellow 2x  
Oin  
Tros Hesnef

### Sideboard (24)

#### Resources

A Chance Meeting  
A Friend or Three  
A Panoply of Wings 2x  
Beasts of the Wood 2x  
Dwarven Light-stone 2x  
Horns, Horns, Horns  
Marvels Told  
Noble Hound  
Rangers of the North  
Voices of Malice

#### Stage Resources

A Strident Spawn  
Delver's Harvest 2x  
Half-orcs 3x  
Legacy of Smiths  
Prophet of Doom [R]

#### Hazards

Alone and Unadvised  
Lost in Free-domains  
Slayer

## Q – Prophet of Doom (Fallen Pallando's CHALLENGE DECK)

Fallen Pallando will get Prophet of Doom. Therefore he needs five factions and 12 stage points. The Troll-chief is sitting in Ettenmoors and playing three factions. Please store the factions with the leader to avoid tapping of Ettenmoor. To get more factions you need A Strident Spawn (to play the Half-orcs) or the animal faction played by Beretar. Beretar and Firiell are travelling to Bag End, Bree and Old Forest to play allies and factions. Damrod is travelling to The White Towers@ to form a second company strong enough to enter the Deep Mines The hazards are Orc and Trolls creatures and some events.

### Starting Companies (3) at Ettenmoors\*

- Troll-chief with Blazon of the Eye and Thrall of the Voice.
- Firiell with Thrall of the Voice and Beretar with Horn of Anor. Firiell controls Beretar.
- Damrod

### Suggested Sites for Resources

A Panoply of Wings 2x (sideboard) – Bree, Old Forest (the site should be tapped)  
Beasts of the Wood 2x (sideboard) - Old Forest (the site should be tapped)  
Delver's Harvest 2x (sideboard) – Deep Mines  
Dwarven Light-stone 2x (sideboard) – Deep Mines  
Goldberry - Old Forest

## Part V: Fallen Wizard Decks - Deck Q

Half-orcs 3x (sideboard) – The White Towers@ (after playing The Fortress of Isen); Ettenmoors\* (after playing Guarded Haven)

Hill Trolls – Ettenmoors\*

Guarded Haven - Ettenmoors\*

Mistress Lobelia – Bag End

Misty Mountain Wargs – Ettenmoors\*

Noble Hound (sideboard) – Bree, Old Forest (the site should be tapped)

Rangers of the North (sideboard) - Bree

Stone Trolls – Ettenmoors\*

### Resource Play

Moving around with Beretar and Firiell to collect allies and factions. Try to get quickly Mistress Lobelia. Then use her ability to grab resources playable at her current sites. The next step is to get a protected wizardhaven. Therefore you have to send Damrod to Isengard@ and/or The White Towers@ to play The Fortress of Isen/ Fortress of the Towers. You can also use Guarded Haven at Ettenmoor to protect the site. Now you can play A Strident Spawn. This means that you can play now the Half-orcs at the protected wizard havens. If you have five factions (the stage points are not the problem) you can play Prophet of Doom and finish the game. Please use the Hall of Fire to untap characters at Ettenmoor and The White Towers. So you have a better chance to remove permanent events on your characters (e.g. corruptions cards).

### Pallando

Pallando is staying the whole game in The White Towers@ and has to sideboard every turn. During the first time he should put five factions in the discard pile (A Panoply of Wings, Beast of the Wood, Rangers of the North) so that you can bring them in the play deck by using Horns, Horns, Horns. If you have A strident spawn in play you should tap Pallando during the organization phase to bring the additional five factions from the sideboard in the discard pile (Half-orcs). You can then use the second Horns, Horns, Horns from the sideboard to shuffle these factions in your play deck. Please note that you can untap Pallando after you have played Hall of Fire at The White Towers@ to play a resource with him.

### Hazard Play

You have an Orc-/Troll hazard strategy here. So you should first modify the attack and then you can create a heavy attack. To have enough modifiers available you can use An unexpected Outpost to get them back. And you should also cycle Veils Flung Away when your opponent is going through wilderness, Borderland or Free-domain. Especially against Orc and Troll characters can this card hurt. And for your own protection you have Aware of their Ways in the deck. So you can bring out of play dangerous hazards for you (for example Slayer, Foolish Words) or you can destroy resources needed by your opponent.

### Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
A Panoply of Wings, Beast of the Wood, Rangers of the North	Pallando
Legacy of Smith	More than 6 stage points
Noble Hound	Mistress Lobelia
A Strident Spawn	Protected wizardhaven
Dwarven Lightstone, Delver's Harvest	Protected wizardhaven
Half-orcs	A Strident Spawn
Prophet of Doom	five factions

### Strategy Resources

In your first turn you have to move Beretar and Firiell to Bag End to play Mistress Lobelia. And then you can move with her to Bree and the Old Forrest. You can tap the Mistress during the organization phase to put an ally or faction to your hand. So you should go to Bree when you have already the Rangers in the discard pile or to the Old Forrest to play Goldberry. You have to play the two Beast of the Wood there because you can't play them at Bree. To make the influence check against the animals factions easier you should use Gift as Given of Old. You can put this card to your hand during your end of turn phase by tapping Pallando's Hood. Damrod is moving to The White Towers in the first turn. Because Damrod's mind is less than 3 you are not

## Part V: Fallen Wizard Decks - Deck Q

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allowed to draw any card for him. So you should play a character in the first round and send them both to the White Towers. Then he is waiting for more characters there and after you have played Fortress of the Tower you can send two characters to play the Dwarven Light-stone and Delver's Harvest at the Deep Mines. You have to be careful with your general influence because the Troll-chief is alone at Ettenmoors you will get big trouble if somebody is playing successful a Call of Home on him. So the best thing is to play Ill-favoured Fellow at Ettenmoors under direct influence of the Troll-chief. The Troll-chief has still one free direct influence and should be able to influence the factions. Because Baugur is an agent you can bring him in play only at Isengard. He can then play the Halforc-factions too because he has three direct influence. Please note that Baugur and the Ill-Favour-Fellow are Halforks. So you can discarded them when you have them in your hand to early and after playing A Strident spawn you can play them out of your discard pile. If you have five factions in play you can play the Prophet of Doom.

### Strategy Hazards

You should play the hazards as quickly as you can to draw the needed resources.

### Errata

Please read the following cards as follows:

A STRIDENT SPAWN - Permanent-event (U)

[MP: 1; SP: 4]

**Unique.** Playable if you are Pallando or Saruman and have 6 or more stage points and a protected Wizardhaven. Each of your Half-orcs requires one less point of influence to control. During your organization phase, you may take one Half- orc character from your discard pile to your hand. You may play Half-orc characters at your Wizardhavens, and even if your Fallen-wizard is not there. Cannot be duplicated by a given player. (E)

BAUGÚR - Warrior Orc (P)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Isengard]

Unique. Half-orc. Agent. Leader. Discard on a body check result of 8. +2 direct influence against Orcs and Orc factions. Agent only: May not move to Free-holds and Border-holds.

DEEP MINES - Ruins & Lairs (Under-deeps)

[opponent draws/you draw: 2/1; SP: 1]

A company may move to this site only from one of your protected Wizardhavens and only if you have more than 6 stage points. The protected Wizardhaven is the surface site for Deep Mines (i.e., the sites are adjacent and the movement roll required to move between them is 0). You receive the three stage points if any of your companies are at the site. May be duplicated in location deck. **Cannot be duplicated on a given Wizardhaven.** (E)

FORTRESS OF THE TOWERS - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on The White Towers. The White Towers is protected. Other Fallen-wizards may not use the Wizardhaven card for The White Towers. Cards that give marshalling points are not playable at the site by your opponent in all cases. **~~A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path).~~** Discard this card when the site is discarded or returned to its location deck. (E)

GUARDED HAVEN - Permanent-event (U)

[MP: 1; SP: 1]

Playable on one of your Wizardhavens other than Isengard, The White Towers, or Rhosgobel. The site is protected. Cards that give marshalling points are not playable at the site by your opponent in all cases. **~~A company moving to or from this site is not considered to be moving through the region containing the site (including one less of its region type in their site path).~~** Cannot be duplicated on a given site. (E)

## Part V: Fallen Wizard Decks - Deck Q

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NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-land. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). ***If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.*** (E)

OLD FOREST - Border-land (Cardolan) (U)

[opponent draws/you draw: 1/1]

Nearest Haven: Rivendell

Site Path: Wilderness, Wilderness

Special: Healing *effects* affect all characters at the site. (E)

THE FORTRESS OF ISEN - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on Isengard. Isengard is protected. Other Fallen-wizards may not use the Wizardhaven card for Isengard. Cards that give marshalling points are not playable at the site by your opponent in all cases. ***A company moving to or from Isengard is not considered to be moving through Gap of Isen (including one less Border-land in their site path).*** Discard this card when the site is discarded or returned to its location deck. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. ***This card may be played at any time during any player's turn.*** (E)

VEILS FLUNG AWAY - Short-event (U)

Playable on a company moving in a Wilderness, Border-land, or Free-domain if Doors of Night is not in play; does not count against the hazard limit. Make a body check modified by *-1* for each character.

Determine if each Orc or Troll character is discarded as indicated on their cards. Otherwise, the body checks have no effect unless an untapped character fails his check, in which case he becomes tapped. (E)

# Part V: Fallen Wizard Decks - Deck R

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## The Ally-Armada

Challenge Deck R Deck List Total: 110 cards

### At Start (9)

Barliman Butterbur  
Elrohir  
Gildor Inglorion  
Glove of Radagast[R]  
Imrahil (with Thrall of the Voice  
and Dagger of Westernesse)  
Perchen (with Elf-stone)

### Hazards (30)

#### Creatures

Ambusher 2x  
Barrow-wight  
Cave Worm 2x  
Corsairs of Umbar 2x  
Dunlending Raiders 2x  
Sellswords Between Charters 3x  
Slayer 2x

#### Events

Alone and Unadvised 2x  
An Unexpected Outpost 2x  
Despair of the Heart 2x  
Dragon-sickness  
Lure of Expedience 3x  
Lure of Nature 2x  
Lure of the Senses 2x  
Rank upon Rank 2x

### Resources (30)

#### MP Sources

Barrow-blade  
Radagast's Black Bird  
War-warg 2x  
War-wolf 2x  
Wild Hounds 2x

#### Stage Resources

Great Patron  
Shifter of Hues[R]  
Wizard's Myrmidon  
**Supporting Resources**  
Awaiting the Call  
Bold Thrust 2x  
Dark Tryst 2x  
Hall of Fire 2x  
Marvels Told 2x  
Muster  
Risky Blow 2x  
Smoke Rings 2x  
Swift Strokes 2x  
Weigh All Things to a Nicety 2x  
Withdrawn to Mordor

#### Sites (7)

Bree  
Deep Mines  
Rhosgobel@  
Rhosgobel@  
Rivendell  
The White Towers@\*  
Weathertop\*

### Other Characters (10)

Radagast@ 3x  
Annalena  
Asternak  
Balin  
Dorelas  
Galdor  
Ostisen  
Voteli

### Sideboard (24)

#### Resources

A Friend or Three  
A Panoply of Wings  
An Untimely Brood  
Delver's Harvest 2x  
Dwarven Light-stone 2x  
Girdle of Radagast[R]  
Great Bats 2x  
Legacy of Smiths  
Noble Hound 2x  
Noble Steed 2x  
Regiment of Black Crows 2x  
Voices of Malice

#### Hazards

Call of Home  
Covetous Thoughts  
Searching Eye  
Smaug Ahunt  
Stormcrow  
The Way is Shut

## R – The Ally-Armada (Fallen Radagast's CHALLENGE DECK)

Radagast wants to get his Girdle. So he needs a lot of allies. Play the wolves at Weathertop and the others allies at the two Rhosgobels.

### Starting Company (1) at Weathertop\*

- Barliman Butterbur, Elrohir, Gildor Inglorion, Imrahil with Thrall of the Voice and Dagger of Westernesse, Perchen with Elf-stone. Perchen controls Elrohir

### Suggested Sites for Resources

A Panoply of Wings (sideboard) - Bree  
Barrow-blade – Weathertop\*  
Delver's Harvest 2x (sideboard) – Deep Mines  
Dwarven Light-stone 2x (sideboard) - Deep Mines  
Great Bats 2x (sideboard) – Rhosgobel@ (after An Untimely Brood is played or by Radagast)  
Noble Hound 2x (sideboard) - Rhosgobel@ (after An Untimely Brood is played or by Radagast), Bree  
Noble Steed 2x (sideboard) - Rhosgobel@ (after An Untimely Brood is played or by Radagast)  
Radagast's Black Bird - Rhosgobel@  
Regiment of Black Crows 2x (sideboard) - Rhosgobel@ (after An Untimely Brood is played or by Radagast), Weathertop\* (when the Wild Hounds are in play)  
War-warg 2x – Weathertop\*  
War-wolf 2x – Weathertop\*

# Part V: Fallen Wizard Decks - Deck R

Wild Hounds 2x – Weathertop\*

## Resource Play

Your starting company is staying at Weathertop\* to play the wolves and the Wild Hounds. In the last turn they can go to Bree to get the Panoply and Noble Hounds. Form a second company at Rhosgobel and play all of the none-unique allies there. Later go down to the Deep Mines to get the Dwarven Light-stones and the Delver Harvest. When too many characters were eliminated at Weathertop\* you can send new characters via Rivendell to Weathertop\*.

## Radagast

Radagast is sitting the whole game in Rhosgobel and is also playing allies. During the organization phase he has to sideboard. Untap him after the movement-hazard phase by using Hall of Fire.

## Hazard Play

This are Man with corruption. Very simple.

## Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
Great Bats 2x, Regiment of Black Crows, Noble Hound, Noble Steed (in the discard pile)	Radagast
Legacy of Smiths	More than 6 stage points
An Untimely Brood	More than 6 stage points and Radagast
Regiment of Black Crows, Noble Hound, Noble Steed	An Untimely Brood
Delver Harvest 2x, Dwarven Light-stone	Three characters at Rhosgobel@
Girdle of Radagast	More than 12 stage points and six allies

## Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadowholds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

DEEP MINES - Ruins & Lairs (Under-deeps)

[opponent draws/you draw: 2/1; SP: 1]

A company may move to this site only from one of your protected Wizardhavens and only if you have more than 6 stage points. The protected Wizardhaven is the surface site for Deep Mines (i.e., the sites are adjacent and the movement roll required to move between them is 0). You receive the three stage points if any of your companies are at the site. May be duplicated in location deck. *Cannot be duplicated on a given Wizardhaven.* (E)

MUSTER - Short-event (C)

Warrior only. *An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.* (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). *If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.* (E)

## Part V: Fallen Wizard Decks - Deck R

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RHOSGOBEL - Wizardhaven (Southern Mirkwood) (C)

[opponent draws/you draw: 2/2; SP: 1]

Special: Only Radagast's companies may use this card. This site is a protected Wizardhaven. If one of your companies is at this site, all attacks against it are canceled. ~~*Any of your companies moving to or from Rhosgobel is not considered to be moving through Southern Mirkwood (including one less Dark domain in their site path).*~~ You receive the stage point if any of your companies are at this site. (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

**Slayer.** Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)



## Part V: Fallen Wizard Decks - Deck S

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### Await the Onset

Challenge Deck S Deck List Total: 110 cards

#### At Start (10)

Boromir II  
Dasakun (with Thrall of the Voice)  
Ioreth  
Theoden (with Thrall of the Voice  
and Blazon of the Eye  
and Horn of Anor  
and Gandalf's Friend)  
Voteli

#### Hazards (30)

##### Creatures

Barrow-wight  
Cave Worm 2x  
Giant Spiders 3x  
Lesser Spiders 2x  
Neeker-breekers 2x  
Watcher in the Water 2x

##### Events

An Unexpected Outpost 2x  
Das Pack vor der Tür 2x  
Doors of Night 3x  
Full of Froth and Rage 3x  
Peril Returned 2x  
Searching Eye  
Twilight 3x  
Wake of War 2x

#### Resources (30)

##### MP Sources

Beornings  
Bill the Pony  
Goldberry  
Mistress Lobelia  
No Strangers at this Time  
The Great Eagles

#### Stages Resources

Chambers in the Royal Court 3x  
Give Welcome to the Unexpected [R]  
Grey Embassy  
Guarded Haven  
Wizard's Myrmidon

#### Supporting Resources

Dark Quarrels 2x  
Dark Tryst 2x  
Horns, Horns, Horns  
Marvels Told  
Muster  
Not Slay Needlessly  
Risky Blow 2x  
Smoke Rings 2x  
Swift Strokes 2x  
Voices of Malice  
Weigh All Things to a Nicety 2x

#### Sites (10)

Bag End  
Beorn's House  
Bree  
Dol Amroth  
Eagles' Eyrie  
Edoras  
Minas Tirith  
Old Forest  
Pelargir  
The White Towers@

#### Other Characters (10)

Gandalf@ 3x  
Adrazar  
Elwen  
Eomer  
Erkenbrand  
Forlong  
Freca  
Herion

#### Sideboard (20)

##### Resources

Await the Onset [R]  
Fireworks 2x  
Guarded Haven 2x  
Horns, Horns, Horns  
Knights of Dol Amroth  
Legacy of Smiths  
Marvels Told  
Men of Anorien  
Men of Lebennin  
Mischievous in a Mean Way [R]  
No Strangers at this Time  
Palantir of Minas Tirith  
Rangers of the North  
Riders of Rohan  
Tower Guard of Minas Tirith  
Voices of Malice

##### Hazards

Alone and Unadvised  
Lost in Free-domains

### S – Await the Onset (Fallen Gandalf's CHALLENGE DECK)

Gandalf wants to play Await the Onset. So he needs two protected haven, four factions and six characters. So you have to make some of the free-holds to havens and then protected them. And influence a lot of faction playable at these free-hold.

#### Starting Companies (3) at The White Towers@

- Voteli, Ioreth. Voteli controls Ioreth
- Theoden with Thrall of the Voice, Horn of Anor, Blazon of the Eye and Gandalf's Friend and Dasakun with Thrall of the Voice. Theoden controls Dasakun.
- Boromir

#### Suggested Sites for Resources

Beornings - Beorn's House  
Bill the Pony - Bag End, Bree (the site must be tapped)  
Chambers in the Royal Court 3x - Bag End, Beorn's House, Dol Amroth, Eagles' Eyrie, Edoras,  
Minas Tirith, Pelargir  
Fireworks 2x - Minas Tirith (when the site is tapped)

## Part V: Fallen Wizard Decks - Deck S

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Guarded Haven 1x (sideboard 2x) – any site with Chamber in the Royal Court  
Goldberry - Old Forest  
Knights of Dol Amroth (sideboard) - Dol Amroth  
Men of Anorien (sideboard) - Minas Tirith  
Men of Lebennin (sideboard) - Pelargir  
Mischief in a Mean Way [ (sideboard) - Bree, Old Forest  
Mistress Lobelia – Bag End  
No Strangers at this Time 1x (sideboard) – any site where you have played a faction  
Palantir of Minas Tirith (sideboard) - Minas Tirith  
Rangers of the North (sideboard) - Bree  
Riders of Rohan (sideboard) - Edoras  
The Great Eagles - Eagles' Eyrie  
Tower Guard of Minas Tirith (sideboard) - Minas Tirith

### Resource Play

Voteli and Ioreth are travelling to Bag End to sit there nearly the whole game. They are playing all of the Marvels Told and Voices of Malice. And they are playing the two allies playable there. Please note that you have to play first the Mistress and after that you can use the Mistress to search your play deck and discard pile for Bill. You can make Bag End to wizardhaven by using Chambers. With Guarded Haven this site is protected. Later in the game Voteli can travel alone to Bree or the Old Forrest to play a resource there and Mischief. Boromir is travelling to Beorn's House to play the faction. Theoden and Dasakun are travelling to Eagles' Eyrie to get the faction there. In turn two Boromir is travelling to Minas Tirith and Theoden and Dasakun are going to Edoras. As you can see all the characters in the deck have homesite in one of the freeholds around Minas Tirith. So Theoden can control every of them with his direct influence. When You have played a faction then play No Strangers at this time. In the next turn you can play chamber and after that Guarded Haven to get your second protected haven. Please note that you should never play No strangers at this time at Minas Tirith. Because Gandalf has to use Fireworks two times to make two factions and the Palantir playable there. And the Palantir is the only item in the deck. So use the Fireworks wise !!!

### Gandalf

Gandalf comes into play in Minas Tirith, Dol Amroth or Pelagir. And he is travelling between these sites every turn. So he is going only through free-domains. During his first organization phase tap him to bring five factions in the discard pile. And during the next organization phases tap him to bring one resource to the play deck. When you have played a resource at Minas Tirith then play Fireworks with him to untap the site. Please note his special ability. He can untap at the end of the organization phase.

### Hazard Play

When you have Door of Nights in play you can play Das Pack vor der Tür. And then your spiders and animals can attack nearly everywhere. To make them stronger play Wake of War and Full of Froth and Rage. Use Searching eye to destroy resources of your opponent which require a scout (such as Hiding, Hide in dark place, A nice place to hide).

### Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
Knights of Dol Amroth, Men of Anorien, Men of Lebennin, Riders of Rohan, Tower Guard of Minas Tirith (in the discard pile)	Gandalf
Legacy of Smiths	More than 6 stage points
No Strangers at this Time	A tapped site except Minas Tirith where you have played a faction
Guarded Haven 2x	A site with No Strangers at this Time and Chambers
Palantir of Minas Tirith	untapped Minas Tirith
Mischief in a Mean Way	More than 12 stage points
Await the Onset	More than 12 stage points, 2 protected havens and six characters

## Part V: Fallen Wizard Decks - Deck S

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### Errata

Please read the following cards as follows:

BILL THE PONY - Ally (U)

[MP: 1; Mind: 1; P/B: -2/10]

Unique. Playable at Bree of Bag End; playable even if the site is tapped. If at a non-Haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven. (E)

FRECA - Warrior/Diplomat Man (P)

[MP: 2; Mind: 5; DI: 2; P/B: 4/8; Home Sites: Edoras, Dunnish Clan-hold]

Unique. Agent. +1 direct influence against the Riders of Rohan and Dunlendings factions.

GUARDED HAVEN - Permanent-event (U)

[MP: 1; SP: 1]

Playable on one of your Wizardhavens other than Isengard, The White Towers, or Rhosgobel. The site is protected. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from this site is not considered to be moving through the region containing the site (including one less of its region type in their site path).~~ Cannot be duplicated on a given site. (E)

IORETH - Sage Dúnadan (U)

[MP: -; Mind: 1; DI: 1; P/B: 0/7; Home Site: Minas Tirith]

Unique. Healing *effects* affect all characters in her company. (E)

MUSTER - Short-event (C)

Warrior only. *An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.* (E)

OLD FOREST - Border-hold (Cardolan) (U)

[opponent draws/you draw: 1/1]

Nearest Haven: Rivendell

Site Path: Wilderness, Wilderness

Special: Healing *effects* affect all characters at the site. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

## Part VI: Decks without Wizard and Ringwraith - Introduction

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### **Introduction of the decks without Wizard and Ringwraith**

After having several tournaments with the so called Lost Challengedecks I found out that I have also to built a Hero-Challenge-Deck to make sure that also Newbies can take part.

So I built a deck without Wizard. To be consequent I also have to built a deck without a Ringwraith by using the Lidless Eye. Please note that the Lidless Eye deck is only playable against a Wizard and/or Fallen Wizard. So the Balrog- and Ringwraith-Decks can not fight against Sauron!

This is the only thing You have to know. Everything else is normal playing.

Have fun.

# Part VI: Decks without Wizard and Ringwraith - Deck T

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## Feel Free

Challenge Deck T Deck List Total: 110 cards

### At Start (5)

Thrain II[R] (with Dagger of Westernesse)  
Robin Smallburrow  
Galdor (with Elf-stone)

### Other Characters (10)

Boromir II  
Eomer  
Legolas  
Folco Boffin  
Forlong  
Haldir  
Ioreth  
Kili  
Oin  
Theoden

### Hazards (30)

#### Creatures

Ambusher 2x  
Barrow-wight 2x  
Chill Douser 3x  
Corsairs of Umbar  
Dunlending Raiders  
Ent in Search of the Entwives 3x

#### Events

An Unexpected Outpost 3x  
Foolish Words 3x  
Muster Disperses 2x  
Shut Yer Mouth 3x  
Stormcrow 2x  
Tookish Blood 2x  
Twilight 3x

### Resources (30)

#### MP Sources

Bill the Pony  
Blue Mountain Dwarves  
Mistress Lobelia  
Palantir of Minas Tirith  
Riders of Rohan  
Wood-elves  
**Supporting Resources**  
A Chance Meeting  
Await the Advent of Allies 3x  
Crown of Flowers 2x  
Dark Quarrels 3x  
Gates of Morning 3x  
Glamour of Surpassing Excellence  
Horns, Horns, Horns  
Houses of Healing  
Muster 2x  
Saw Further and Deeper 2x  
Smoke Rings 3x  
The Sun Unveiled 2x

### Sites (15)

Bag End  
Barrow-downs  
Blue Mountain Dwarf-hold  
Buhr Widu  
Dol Amroth  
Edoras  
Grey Havens  
Himring  
Lorien  
Minas Tirith

### Sites (15)

Pelargir  
Raider-hold  
Rivendell  
Sarn Goriwing  
Thranduil's Halls

### Sideboard (20)

#### Resources

Align Palantir  
Alliance of Free Peoples[R]  
Durin's Axe  
Forewarned Is Forearmed  
Glamdring  
Halfling Strength  
Horns, Horns, Horns  
Knights of Dol Amroth  
Men of Lebennin  
Nenselde the Wingild[R]  
Red Arrow  
The Sun Unveiled

#### Hazards

Call of Home  
Earcaraxe Ahunt  
Itangast Ahunt  
Marsh-drake  
Rain-drake  
Sellswords Between Charters  
Slayer  
Times Are Evil

## T – Feel Free (The CHALLENGE DECK without wizard)

Try to get nearly all of Your MP at Freeholds. Be lazy! Start moving after You played successful MP's at the site. And to have the chance to play more characters use Await the Advent of Allies. The hazard deck is just a mixture of common creatures and permanent events to reduce the direct influence to be sure that Your opponent can not play factions so easy.

### Starting Companies (3) at Rivendell

- Thrain II with Dagger of Westernesse is going to Blue Mountain Dwarf-hold.
- Robin Smallburrow is going to Bag End.
- Galdor with Elf-stone is going to Thranduil's Halls.

### Suggested Sites for Resources

Bill the Pony – Bag End (after tapping the site)  
Blue Mountain Dwarves - Blue Mountain Dwarf-hold  
Durin's Axe (sideboard) - Barrow-downs, Buhr Widu, Himring, Raider-hold, Sarn Goriwing  
Glamdring (sideboard) - Barrow-downs, Buhr Widu, Himring, Raider-hold, Sarn Goriwing  
Knights of Dol Amroth (sideboard) - Dol Amroth (2<sup>nd</sup> deck cycle)  
Men of Lebennin(sideboard) - Pelargir  
Mistress Lobelia - Bag End  
Nenselde the Wingild (sideboard) - Dol Amroth

## Part VI: Decks without Wizard and Ringwraith - Deck T

Palantir of Minas Tirith - Minas Tirith

Red Arrow (sideboard) - Barrow-downs, Buhr Widu, Himring, Raider-hold, Sarn Goriwing

Riders of Rohan - Edoras

Wood-elves - Thranduil's Halls

### Resource Play

Form three companies at the beginning. The first company – Galdor – goes to Thranduil's Halls and is waiting for the Wood-elves. The second company – Thrain II – goes to Blue Mountain Dwarf-hold and is waiting for the Blue Mountain Dwarves. The third company – Robin Smallburrow – goes to Bag End and is waiting for Mistress Lobelia. When they are at their destination play Await the Advent of Allies at Galdor and Robin Smallburrow – Thrain's mind is too big for that card. So You generate free direct influence to built up a fourth company around Theoden in Edoras and a fifth company around Boromir II in Minas Tirith. When Thrain II and Galdor have played their faction they are losing the Advent of Allies and can go for items. Thrain II should go for Durin's Axe. So You got the two extra MP. Because You have no wizard, so You can bring characters in play at their homesite. You have two characters with home site Edoras and three with Homesite Minas Tirith. So it should be easy to form companies there. You also have two dwarves with homesite Blue Mountain Dwarf-hold. So You they can support Thrain II. He has three direct influence to control one of them. Galdor can control Haldir by using A chance meeting. Robin is Your weakest starting character. If he is wounded You can use House of Healing or Halfling strength (sideboard) to heal him, because it is to dangerous for him to go to a Heaven. Or You discard him and play Folcon Boffin in Bag End. Thrain II is strong enough to reach the haven after he was wounded. Galdor can also healed by using Houses of healing. Or You play Legolas direct in Thranduil's Halls, transfer the item and sent Galdor to Lorien. Before the game ends play Alliance of Free Peoples to get extra points for dwarfs, men and elf factions.

### Hazard Play

The goal of the hazard deck is to reduce the direct influence of Your opponent. Use muster disperse to destroy the factions. Because of Your Alliance You should use dwarfs, men or elf factions. But be careful. After playing Alliance the discard of such a faction is discarding the Alliance too. The creatures are just a mix and are normally easy to play.

### Sideboard

Sideboarding is hard for You because You have only three Smoke Rings to bring resources ins Your deck. So You should choice wise which are this three cards. In a normal game You should bring in Align Palantir, Durin's Axe and Knights of Dol Amroth to get a lot of MP. In the deck cycle You can bring in more MP's

Name of the card	Card you must have in play or condition
Align Palantir	Palantir of Minas Tirith
Alliance of Free Peoples	Before the first deck cycle
Durin's Axe	Blue Mountain Dwarves
Forewarned Is Forearmed	When opponent has Slayer and Assassin in deck
Glamdring	Against Minnion and Wood-elves in play
Halfling Strength	Wounded Hobbit and no hobbit left
Horns, Horns, Horns	A lot of faction in the discard pile before deck cycle
Knights of Dol Amroth	Bill and Mistress
Men of Lebennin	Riders of Rohan
Nenselde the Wingild	Lost Bill and/or Mistress
Red Arrow	Lost Lost Riders of Rohan and/or opponent has this item in deck
The Sun Unveiled	Heavy corruption

### Strategy Resources

In an ideal game You have in the end the following companies and cards in play before 2<sup>nd</sup> deck cycle:

I: Thrain II with Durin's Axe and Oin, Thrain II controls Oin = 8 MP

II: Galdor controls Haldir = 3 MP

III: one Hobbit with Mistress and Bill = 3 MP

IV: Theoden and Eomer = 3 MP

## Part VI: Decks without Wizard and Ringwraith - Deck T

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V: Ioreth with Await Adv. of Allies, Palantir, Align Palantir and Forlong, Ioreth controls Forlong = 4 MP  
Faction in Play and Alliance of Free People: Blue Mountain Dwarves, Wood-Elves, Riders of Rohan, Knights of Dol Amroth = 12 MP

The total MP's are 33 MP.

And You have to know that You can discard Bill when he is coming to Your hand before You have played Mistress. Because You can use Mistress ability to search for Bill in Your playdeck or discard pile. Gate of Morning and The Sun Unveiled is a great help for losing corruption cards and Foolish Words. And Your character is untapped after playing this card. So You can use them before the council to have untapped characters to support the corruption check. Dain II and Ioreth could have a problem there.

### Strategy Hazards

Play quick Your events and creature. Use the unexpected to bring hazards from Sideboard to Playdeck or cycle hazards which can hurt Your opponent. Nothing special no big tricks.

### Errata

Please read the following cards as follows:

ALIGN PALANTÍR - Permanent-event (U)

[MP: 2; CP: 2]

Sage only if a Palantír is in his company. Keep with the Palantír; bearer now has the ability to use the Palantír. Discard Align

Palantír if the company carrying the Palantír moves. **May not be duplicated on a given Palantír.** (E)

AWAIT THE ADVENT OF ALLIES - Permanent-event (U)

Playable on a non-Wizard character with a mind of six or less. Character must stay at its current non-Haven site until you play a

card at the site. Target character does not count against general influence and its marshalling points do not count. Discard this

card when you play a resource at the site, the character is discarded, or the character *becomes* wounded.

Cannot be duplicated on a given character. (E)

BILL THE PONY - Ally (U)

[MP: 1; Mind: 1; P/B: -2/10]

Unique. Playable at Bree of Bag End; playable even if the site is tapped. If at a non-Haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven. (E)

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. **Cannot be duplicated on a given character.** (E)

IORETH - Sage Dúnadan (U)

[MP: -; Mind: 1; DI: 1; P/B: 0/7; Home Site: Minas Tirith]

Unique. Healing *effects* affect all characters in her company. (E)

MUSTER - Short-event (C)

Warrior only. **An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.** (E)

TWILIGHT - Short-event (C)

## Part VI: Decks without Wizard and Ringwraith - Deck T

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Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

# Part VI: Decks without Wizard and Ringwraith – Deck U

## Come by Night upon them

Challenge Deck T Deck List Total: 110 cards

### At Start (7)

Eradan (with Blazon of the Eye)  
Nevido Smod  
Orc Captain  
Orc Veteran  
Raisha (with Open to the Summons)

### Other Characters (7)

Asternak  
Dasakun  
Dorelas  
Mionid  
Pon Opar  
Tros Hesnef  
Woffung

### Hazards (30)

#### Creatures

Ambusher 2x  
Barrow-wight  
Chill Douser 3x  
Nameless Thing  
Rain 3x  
True Fire 3x

#### Events

An Unexpected Outpost 3x  
Bairanax Ahunt  
Doors of Night\* 3x  
Earcaraxe Ahunt  
Nobody's Friend  
Peril Returned 2x  
Twilight 3x  
Withered Lands 3x

### Resources (30)

#### MP Sources

Broad-headed Spear 3x  
Easterlings\*  
Faithless Steward[R]  
Great Bats  
High Helm  
Sable Shield  
Southrons\*  
Variags of Khand\*  
War-wolf 3x

#### Supporting Resources

Come By Night Upon Them[R]  
Dark Tryst 3x  
Gifts as Given of Old 2x  
Not Slay Needlessly 3x  
Secret Book 3x  
The Lidless Eye[R]  
Voices of Malice  
Weigh All Things to a Nicety 3x

### Sites (13)

Barad-dur\*  
Buhr Widu\*  
Dol Guldur\*  
Easterling Camp\*  
Gobel Mirlond\*  
Minas Morgul\*  
Mount Doom\*  
Nurniag Camp\*  
Raider-hold\*  
Sarn Goriwing\*  
Shrel-Kain\*  
Southron Oasis\*  
Variag Camp\*

### Sideboard (23)

#### Resources

Burning Rick, Cot, and Tree 3x  
Crept along Cleverly  
Eye Never Sleeping 3x  
Haradrim\*  
Nuriags  
Orc Quarrels  
Sudden call  
The Dark Power 3x  
Voices of Malice  
Wain-easterlings\*

#### Hazards

Alone and Unadvised  
Fell Winter  
Foolish Words\*  
Lure of Nature\*  
Long Winter\*  
Lost in Free-domains\*  
New Moon

## U – Come by night upon them (The CHALLENGE DECK without Ringwraith)

Play factions and items at Border-holds around Mordor. Use Secret Books to untap these sites and Come by night upon them to play an item without tapping the site. After playing successful an item You can burn the site.

### Starting Companies (2) at Minas Morgul

- Eradan with Blazon of the Eye, Raisha with Open to the Summons and Nevido Smod are going to the Border-holds.
- Orc Captain and Orc Vetrean are going to Moount Doom.

### Suggested Sites for Resources

Broad-headed Spear 3x - Buhr Widu\*, Gobel Mirlond\*, Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*  
Burning Rick, Cot, and Tree 3x (sideboard) – Gobel Mirlond\*, Raider-hold\*, Shrel-Kain\*  
(after tapping the site)

Easterlings\* - Easterling Camp\*

Faithless Steward – Barad-dur\*

Great Bats - Mount Doom\*, Nurniag Camp\* (even if the site is tapped)

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Haradrim\* (sideboard) - Southron Oasis\*

High Helm -- Buhr Widu\*, Gobel Mirlond\*, Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*

Nuriags (sideboard) - Variag Camp\*

Sable Shield - Buhr Widu\*, Gobel Mirlond\*, Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*

Secret Book 3x - Easterling Camp\*, Buhr Widu\*, Gobel Mirlond\*, Raider-hold\*, Sarn Goriwing\*, Shrel-Kain\*, Southron Oasis\*, Variag Camp\* (after You have played an item or a faction)

Southrons\* - Southron Oasis\*

Variags of Khand\* - Variag Camp\*

War-wolf 3x - Mount Doom\* (even if the site is tapped)

Wain-easterlings\* (sideboard) - Easterling Camp\*

### Resource Play

The Orc-Captain and the Orc-Veteran are going to Mount Doom and playing all of the allies there. If the site is too dangerous (for example the auto attack there was modified) then they can go to Nurniag Camp\* to play the Great Bats. The other company (Eradan, Raisha and Nevido Smod) is going for items and factions. If You have a faction in Your first organization phase in Your hand then go to the site where the faction is playable. Otherwise go to Raider-hold\* because the automatic attack is weaker there than in Gobel Mirlond\*. When You play a faction or item play a Secret Book as a minor item. Then You can untap the site to play a second faction or item there. Use Come by night upon them to reduce the prowess of the automatic attack and to play an item for free. Recycle this card by using Weigh All Things to a Nicety. When the Lidless Eye is in play You can use Your direct influence to play more characters. You have a lot of character with one of the Boder-holds around Morodor as homesites. So You can play them there and You can tap them to cancel the automatic attack. Use the sideboarding ability of the Lidless Eye to bring in more factions, Burning Rick, Cot, and Tree and the special short events for the Lidless Eye like The Dark Power and Eye never sleeping.

### Hazard Play

The goal of the hazard deck is to have The Doors of Night in play. So the Come by night upon them reduces the prowess of the automatic attack by 2. Then You can also change Wilderness, Shadow-Land and Borderland to a double Wilderness to play True Fire-drake or play the Rain-drake at Ruins & Lairs. You also can play Nameless Thing in coastal regions and at adjacent site of any Under-deeps site with the help of Doors of Night and You can recycle two cards instead of one by using An unexpected outpost.

### Sideboard

Sideboarding could be hard for in the case that the Lidless Eye is coming late to the game. In that case You should use Weigh All Things to a Nicety instead of recycling Come by night upon them.

Name of the card	Card you must have in play or condition
Burning Rick, Cot, and Tree 3x	Tapped Border-hold where You have played a major item
Eye never sleeping	The Lidless eye
The dark power	The Lidless eye
Haradrim*	Southrons* and a untapped Southron Oasis*
Nuriags	Variags of Khand* and a untapped Variag Camp*
Wain-easterlings*	Easterlings* and a untapped Easterling Camp*
Voices of Malice	Heavy corruption and/or direct influence reducer

### Strategy Resources

You have some one mind characters in the deck. Use these characters to wait at a tapped site for a Secret Book to untap the site so that You can then play a second faction there. To wait for an item is not necessary because You have three Border-hold-sites where You can play items and two additional site – one Ruins % Lairs and one shadow-hold. You need a tapped Border-hold to play Burning Rick, Cot, and Tree. If You are playing this card at a site where You have played a faction then You have to discard the faction. So it makes no sense to do so. When You have Faithless steward in the hand bring one of agent-character to Barad-dur to give the Faithless to that agent during the untap phase. Then bring him to one of his homesites to get the 3 MP's.

## Part VI: Decks without Wizard and Ringwraith – Deck U

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### Strategy Hazards

Your hazards are working best if Doors of Night is in play. You can also play Peril returned, but this is only a Long event, so the Doors are better.

### Errata

Please read the following cards as follows:

#### FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. ***Cannot be duplicated on a given character.*** (E)

#### OPEN TO THE SUMMONS - Permanent-event (U)

Playable on a *minion* company. One agent minion may be played with target company at a Darkhaven [ ] - place this card with the agent. -1 to his mind to a minimum of 1. This card may be played with a starting company in lieu of a minor item. When played as such, reveal it when starting companies are determined as if it were a character. Cannot be duplicated on a given character. (E)

#### TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. ***This card may be played at any time during any player's turn.*** (E)

### None English cards in the deck

Because I don't have enough of some cards I put some german, French or Spanish version of the card in the deck. Therefore you find the English text here for such cards.

#### THE LIDLESS EYE - Permanent-event (R)

Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +7 to your general influence. You may keep one more card than normal in your hand. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your play deck and shuffle or choose and discard a card from your hand to look at up to 5 random cards at once from your opponent's hand. Cannot be duplicated.

#### DARK TRYST - Short-event (C)

Draw three cards and remove this card from the game.

## Part VII: The real Balrog challenge deck – Short introduction

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### Short Introduction to the Balrog Decks

As You know ICE has already produced two reday to play decks for the Balrog. But these decks are hard to play and it is not so easy to win against one of other challengedecks. Also You need a lot of Balrog-cards. So the idea was born to built a Balrog challenge deck which has also a maximum of 110 cards and only three R-cards in the deck. Also the number of cards from the Balrog edition was reduced to a minimum. As R-cards in the Balrog editin counts every card which is only once in both of the Balrog decks. If the card is two times in both decks together then it counts as U and all other cards are then C.

So You have the following cards from the Balrog edition in this challenge deck:

#### Characters:

- Buthrakaur[R]
- Crook-legged Orc 3x[U]
- The Balrog% 3x[C]

#### Resources

- Orders from the Great Demon[U]
- Great Shadow 2x[U]

#### Sites

- Moria% 2x[U]
- The Under-gates% 2x[U]
- The Under-leas% [U]

### SPECIFIC RULES FOR MIDDLE EARTH: THE BALROG

This is an expansion set of over 100 cards for the Middle Earth Collectible Card Game. While it is fully compatible with both Middle Earth: The Wizards and Middle Earth: The Lidless Eye, Middle Earth: The Balrog focuses on a player using resources from The Lidless Eye. The Balrog is supremely confident of his own immense personal power. After all, just like Sauron, he was one of Morgoth's chief lieutenants. The Balrog tends to rely on brute force and direct confrontation rather than more subtle approaches often used by Ringwraiths and Wizards. His goals are basic and simple - accumulate power and destroy his enemies. If he can do this, he can become a dominant power in Middle-earth - a factor to which both the Dark Lord and the Free Peoples will be forced react.

Note: Middle-earth: The Balrog introduces a new classification of creatures called "Spawn". These monstrous creatures were created by Morgoth or other fallen spirits. Like the Balrog, a few Spawn survived the War of the Wrath and hid deep underground.

### A BALROG PLAYER

A Balrog player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to The Balrog (e.g., if a card refers to a Ringwraith, it now applies to "a Ringwraith or The Balrog"). However, instead of using the special rules listed on page 59 of the MELE rules (or wherever else these rules may appear), a Balrog player uses the following special rules:

- Any ring in The Balrog's company at the beginning of the end-of-turn phase is automatically tested. Any ring test in The Balrog's company has a modification of -2.
- The Balrog may carry items (including rings) but may not use them (i.e., an item has no effect on The Balrog's company or on his attributes and abilities).
- The Balrog never makes corruption checks and corruption cards may not be played on The Balrog.
- Normally, The Balrog may not use starter and region movement (as stated on his card). However, the play of certain resources can expand his movement capabilities.
- The Balrog's company is always overt.

## Part VII: The real Balrog challenge deck – Short introduction

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### VICTORY CONDITIONS

As a Balrog player, you may win in the same way a MELE Ringwraith wins: your opponent is eliminated or you recover The One Ring or you have the most marshalling points at the Audience with Sauron. The following exceptions apply:

- In order to win by recovering The One Ring, at least one Challenge the Power card must be played and the conditions outlined on that card must be met.
- The Audience with Sauron is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (The Balrog) it is called your Day of Decision and your marshalling points reflect how far you have progressed towards taking your true place in Middle-earth. You must play Sudden Call to call your Day of Decision.

### GETTING READY TO PLAY

A Balrog player prepares for play just as a Ringwraith player does, with the following exceptions:

#### Declaring that You Are a Balrog Player

If you include The Balrog card (the character card with the special reddish background) in your deck or sideboard, you are a “Balrog player”. In this case, you must tell your opponent before choosing starting companies.

Note: You and your opponent may both be Balrog players, but the winner will probably be the first player to get his Balrog into play.

#### Your Location Deck and Sites

Your location deck may include one copy of each of the minion site cards with the following exceptions:

- Instead of the normal minion site cards use the Balrog-specific site cards for:
  - \*Moria, Carn Dûm, Dol Guldur, Minas Morgul
  - \*All Under-deeps site cards
  - \*All Dark-holds (Barad-dûr, Cirith Ungol, Cirith Gorgor)
- Since they are your only Darkhavens, The Under-gates and Moria are the only site cards that you may include multiple copies of in your location deck.
- Geann a-Lisch is a Ruins & Lairs with no Darkhaven effects.

#### Your Starting Company, Play Deck, and Sideboard

Your starting company and play deck (and your sideboard) may be constructed like any other Ringwraith's - with the following exceptions:

- Only Orc, Troll, Dragon, Wolf, and Animal factions may be included.
- Only Orc and Troll minion characters can be included.
- Unless they are “Balrog specific” characters, only Orc and Troll characters with a mind less than 9 may be included.
- “Balrog specific” cards may be included. Such cards may only be included in a Balrog player's deck. “Balrog specific” cards do not require that The Balrog be in play, only that you are a Balrog player.
- Agents count as hazards, not as characters.
- A Balrog player may not include any of the following cards: Above the Abyss, Kill All But NOT the Halflings, The Lidless Eye, Bade to Rule, Morgul-blade, The Balrog (Ally), News of the Shire, The Black Council, Open to the Summons, Black Horse, Orders From Lugburz, Black Rider, Padding Feet, By the Ringwraith's Word, The Ring Leaves its Mark, Creature of an Older World, Ringwraith cards, Ringwraith Unleashed Cards, Fell Rider, Sauron, The Fiery Blade, They Ride Together, Helm of Fear, Use Your Legs, Heralded Lord, While the Yellow Face Sleeps, Durin's Bane, Balrog of Moria.

#### Starting Site

You may have up to two starting companies - they may begin play at Moria and/or The Under-gates.

### MOVEMENT

There are three types of basic movement in MECCG: starter movement, region movement, and Under-Deeps movement.

## Part VII: The real Balrog challenge deck – Short introduction

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- Balrog companies can never use starter movement.
- When one of your Balrog companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to one of your Darkhavens.

### CHARACTERS AND COMPANIES

- The Balrog must come into play at The Under-gates (i.e., he may not come into play at Moria).
- Characters with a home site of “Any Dark-hold” have a home site of “Any non-Dark-hold Under-deeps site” instead.
- During his organization phase, a Balrog player may bring into play (and/or remove from play) up to two characters - one of these characters must be non-unique. The normal requirements for bringing into play (or removing from play) a character must still be met.
- When a Balrog player brings into play a non-unique character with a mind of 3 or less, that character may come from his hand, his discard pile, or his sideboard.
- Agents may not be played as characters.

### MISCELLANEOUS

- If you are a Balrog player, your opponent may not play any of the following cards: The Balrog (Ally), The Black Council, Durin’s Bane, Balrog of Moria, Reluctant Final Parting. However, if at any time your opponent has one of these cards in his hand, he may remove it from play and bring a card from his sideboard into his play deck.
- Rings are not automatically tested for a Balrog player at Barad-dûr.
- A Balrog player may not store anything at Barad-dûr.
- Shelob, Spider of Morlat, and Balrog of Moria are Spawn.
- A non-Balrog player cannot use Balrog sites. However, for the purposes of playing certain hazards, a non-Balrog player’s location deck may include one copy each of: Ancient Deep-hold, The Wind-deeps, The Drowning Deeps, The Rusted-deeps, and Remains of Thangorodrim (i.e., the Balrog sites for which there is no corresponding hero or minion site).
- If The Balrog is in play or has been defeated, ignore all Balrog automatic-attacks (i.e., at The Under-gates).

### CLARIFICATIONS

#### Defeating a Permanent-event

Certain hazard permanent-events indicate that they give “kill” marshalling points (e.g., Dragon “At Hunt” and “At Home” cards, the “Spawn” hazards from Middle-Earth: The Balrog, etc.). Each of these cards has an attack associated with it. If such an attack is defeated, treat the associated card as a defeated creature.

#### Cards With Multiple Actions

If a card specifies that more than one action occurs when the card is itself resolved in a chain of effects, all of these actions are to be resolved in the card’s chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed. As an exception, in one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of the strikes, or that otherwise are playable during the strike sequence.

#### Placement of Cards “off to the side”

Certain cards and effects require other cards be placed “off to the side” (e.g., Press Gang). Cards placed off to the side are placed on the playing surface, usually off to the side of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any such card absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed “off to the side.” Cards placed off to the side are only in play for the purposes of uniqueness. Unless stated otherwise, when a host permanent-event is removed from the playing surface, any cards placed off to the side under it are discarded. Usually the host card will state some mechanic that affects the cards placed off to the side with it. Unless stated otherwise on its host card, a card placed off to the side will give its marshalling points to its

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owner. As a major exception, “taking prisoners” cards (primarily from Middle-earth: Dark Minions) yield negative marshalling points for characters taken prisoner.

### Discarding Cards

When a card leaves active play (discarded, eliminated, returned to owner’s hand, etc.), discard all cards played on it.

## TOURNAMENT RULES

- Spawn hazard permanent-events count as half a creature for the Council of Lórien 12-creature minimum.
- A Balrog player has an extra +5 general influence that cannot be used to control characters.

## THE UNDER-DEEPS

Note: Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, the Under-deeps are a result of a combination of natural and supernatural forces. The hand of Morgoth joined what was once a collection of sundered cavern complexes. His greater servants used this maze of tunnels and chambers to travel surreptitiously throughout Endor. Although Endor changed during the Elder Days, the core of the Under-deeps survive. Travel between the underground sites is now difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-deeps seem broken. Junctions and strongholds seem lost. Many appear as simple caves or side passages. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting discovery.

An Under-deeps site card has “Under-deeps” in the section that normally gives a site’s region. An Under-deeps site is just like any other site with the following exceptions:

- Unlike other sites, each Under-deeps site is not considered to be in a region-instead it is located below another site, called the Under-deeps site’s surface site.
- Instead of a nearest Haven, each Under-deeps site lists all of its “Adjacent Sites.” Each Under-deeps site is adjacent to its one surface site and a number of other Under-deeps sites. The first adjacent site listed is always the Under-deeps site’s surface site.
- Eagle-mounts and Gwaihir cannot be used to move to or from an Under-deeps site.
- A company moving to and/or from an Under-deeps site has no site path. So, hazards may only be played keyed to the company’s new site.
- An environment card that changes site type (e.g., Choking Shadows, Quiet Lands, etc.) cannot be used to change the site type of an Under-deeps site.
- Unless you are a Balrog player, you may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council or the Audience with Sauron.
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and one additional character may tap to play a minor item. At an Under-deeps site, you can play any item playable at the site instead of this minor item.
- For the purposes of playing hazards, a Free-Hold is never considered to be the surface site of an Under-deeps site.
- Balrog players receive no MPs for hero items played at their Darkhavens.<sup>1</sup>

Example: Azog taps and plays High Helm (a major item) at The Gem-deeps and the site taps. Then, a Hill-Troll in Azog’s company could tap to play a minor item at a non-Under-deeps site. But The Gem-deeps is an Under-deeps site, so the Hill-Troll can tap to play any item playable at The Gem-deeps: a minor item, a major item, or a gold ring. He taps and plays A Little Gold Ring.

### Under-deep Site Movement

One of your companies that begins its turn at the surface site of an Under-deeps site can move normally or it can move to its adjacent Under-deeps site (i.e., the company moves to an Under-deeps site from its surface site). One of your companies that begins its turn at an Under-deeps site may only move to one of the adjacent sites listed on the Under-deeps site card. Each adjacent site is followed by a number in parentheses

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<sup>1</sup> NOTE: This rule does not appear in the rules insert with the Balrog packs. This rule is correct and should be considered as though it were printed in the rules insert.

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- this number indicates how difficult it is to move from the Under-deeps site to the adjacent site. When an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). If the result is greater than or equal to the number in parentheses following the adjacent site as listed on its site of origin, the movement/hazard phase proceeds normally. Otherwise, the company returns to its site of origin (no cards are drawn) and the movement/hazard phase proceeds as if the company had not moved.

Note: A company moving from a surface site to its Under-deeps site does not need to make a roll. As an exception to this, a Balrog company moving between the Blue Mountain Dwarf-hold and the The Drowning-deeps (or between the Iron Hill Dwarf-hold and the The Rusted-deeps) must roll the number given on the Under-deeps site, which is normally 13 and impossible to roll.

Note: Movement between an Under-deeps site and its surface site is not affected by modifications that affect movement between two Under-deeps sites. Modifications to movement to adjacent Under-deeps sites do apply.

Example: A Balrog company that starts at Carn Dûm can move normally or it can move to The Iron-deeps - The Iron-deeps lists Carn Dûm as an adjacent site. Similarly, a minion company that starts at The Iron-deeps may attempt to move to any adjacent site listed: Carn Dûm (0), The Under-leas (6), or The Under-vaults (7). However, after committing to movement, the moving player must roll a 6 or better to successfully move to The Under-leas or a 7 or better to successfully move to The Under-vaults.

Example: A company is moving from The Under-grottos to Goblin-gate with Long Winter in play. Long Winter's effect of returning a company to the site of origin has no effect, since it depends on the company's site path, and the company has no site path. Long Winter's effect of tapping a site will work, since that effect depends on the site's site path, which still exists. Finally, creatures can only be played keyed to the Shadow-hold of Goblin-gate.

Thanks to Manuel Cabezalí for editing the Balrog rules.

# Part VII: The real Balrog challenge deck - Deck V

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## Great Shadow

Challenge Deck V Deck List Total: 110 cards

### At Start (6)

Buthrakaur[R] (with Thrall-ring[R])  
Orc Veteran  
Orders from the Great Demon  
Troll Lout  
Troll-chief

### Hazards (30)

#### Creatures

Ambusher 2x  
Barrow-wight  
Chill Douser 3x  
Ent in Search of the Entwives 2x  
Marsh-drake 2x  
Wild Trolls 2x

#### Events

An Unexpected Outpost 3x  
Bairanax Ahunt  
Call of Home  
Itangast Ahunt  
Lost in Free-domains  
Lure of the Senses 3x  
Muster Disperses  
Nothing to Eat or Drink 2x  
River 2x  
Twilight 3x

### Resources (30)

#### MP Sources

High Helm  
Orcs of Moria  
Palantir of Orthanc\*  
Sable Shield  
Stinker  
War-warg 3x  
War-wolf 3x

#### Supporting Resources

A Nice Place to Hide  
Awaiting the Call  
Catch an Elusive Scent 3x  
Crept Along Cleverly 3x  
Dark Tryst 3x  
Great Shadow 2x  
Hide in Dark Places 3x  
Swift Strokes 3x

### Sites (11)

Dimrill Dale\*  
Glittering Caves\*  
Isengard\*  
Moria% 2x  
Mount Gundabad  
Moria% 2x  
Ost-in-Edhil\*  
The Under-gates% 2x  
The Under-leas%  
The Under-vaults%

### Sideboard (24)

#### Resources

Ancient Black Axe[R]  
Bold Thrust  
Broad-headed Spear  
Crook-legged Orc 3x  
Foul-smelling Paste  
Great Bats  
Hold Rebuilt and Repaired  
Iron Shield of Old  
Orc Quarrels  
Orc Tracker 2x\*\*\*  
Snaga-hai 2x  
Sudden Call  
Troll Lout\*\*\*  
**Hazards**  
Foolish Words  
Nameless Thing  
Rain-drake  
Sellswords Between Charters  
Slayer  
Stench of Mordor  
True Fire-drake

### Other Characters (9)

The Balrog% 3x  
Burat  
Gorbag  
Grishnakh  
Lugdush  
Tuma  
Wuluag

\*\*\*These characters have to transfer from sideboard to Other characters at Lure because of the special Balrog rule that forbid to play 3 Mind character out of the sideboard.

## V – Great Shadow (The Balrog's CHALLENGE DECK)

Stay in Isengard\* to get items and allies. Form a second company at Under-gates and move between Moria and the Under-gates. In Your last turn You go to the Under-Leas to get the Ancient Black Axe.

### Starting Company (1) at Moria%

- Buthrakaur with THrall ring, Orc Veteran, Troll Lout and Troll-chief are going to Isengard\*; Buthrakaur controls Orc Veteran and Troll-chief controls Troll Lout

### Suggested Sites for Resources

Ancient Black Axe – The Under-leas%

Broad-headed Spear– Glittering Caves\*, Isengard\*, Mount Gundabad\*, The Under-vaults% (use Catch an Elusive Scent to play this item if the site is tapped)

High Helm - Glittering Caves\*, Isengard\*, Mount Gundabad\*, The Under-vaults% (use Catch an Elusive Scent to play this item if the site is tapped)

Iron Shield of Old- The Under-leas%, The Under-vaults%

Great Bats –Dimril Dale (after Hold Rebuilt and Repaired has been played there), Mount Gundabad\*, The Under-leas%

Orcs of Moria – Moria%

Palantir of Orthanc\*– Isengard\* (use Catch an Elusive Scent to play this item if the site is tapped)

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Sable Shield– Glittering Caves\*, Isengard\*, Mount Gundabad\*, The Under-vaults% (use Catch an Elusive Scent to play this item if the site is tapped)

Snaga-hai 2x – Dimril Dale (after Hold Rebuilt and Repaired has been played there), Mount Gundabad\*, The Under-leas%

Stinker– Moria%

War-warg 3x– Isengard\*, Ost-in-Edhil\*

War-wolf 3x– Isengard\*, Dimril Dale (after Hold Rebuilt and Repaired has been played there), Ost-in-Edhil\*, Mount Gundabad\*, The Under-leas%

### Resource Play

Just play all of your wolf-allies at Isengard\*. Play the major items and the Palantir also at Isengard\* with the help of Catch an Elusive Scent. Built a big company there with the help of the three unique Troll brothers. Built a second company by using the special Balrog ability to play characters out of the sideboard around the Balrog to move between Moria% and the Under-gates% and play Stinker and Orcs of Moria in Moria%. In Your last turn go to Under-leas% to get the Axe and the Iron Shield. If Your opponent has big hazards playable at Ruins & Lairs change Isengard to a Shadow-hold by using Hold Rebuilt and Repaired. When Your opponent is a Fallen Wizard and has protected Isengard, You can go to Dimril Dale and play Hold Ost-in-Edhil\*Rebuilt and Repaired there. Then You still can play War-wolf and Snaga-hai. Or You can move to Ost-in-Edhil\* to play all of Your wolf-allies there.

### Balrog

If You don't have Stinker and/or the Orcs of Moria in your hand then You can tap the Balrog to bring resource in Your playdeck. When the Balrog becomes Great Shadow then tap the Balrog to bring five non-short event resource in the discard pile and bring these cards in the play deck during Your end of turn phase.

### Hazard Play

The hazards are just a mix. So try to play them and to hurt Your opponent.

### Sideboard

The conditions for sideboarding You will find here:.

Name of the card	Card you must have in play or condition
Ancient Black Axe	Great Shadow
Broad-headed Spear	Recycled Catch an Elusive Scent
Foul-smelling Paste	Wounded Lead in Isengard*
Great Bats	Great Shadow
Hold Rebuilt and Repaired	Protected Isengard* or heavy creatures at Ruins & Lairs
Iron Shield of Old	Great Shadow
Snaga-hai 2x	Great Shadow

### Errata

Please read the following cards as follows:

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. **Cannot be duplicated on a given character.** (E)

RIVER - Short-event (C)

Playable on a site. **If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.** (E)

SLAYER - Creature (C)

## Part VII: The real Balrog challenge deck - Deck V

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[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

**Slayer.** Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. **(E)**

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* **(E)**

HOLD REBUILT AND REPAIRED - Permanent-event (C)

Playable *during the site phase* on a non-Dragons lair, non-Under-deeps Ruins & Lairs [ ]. The site becomes a Shadow-hold [ ] and all automatic- attacks become detainment. Discard this card when the site is discarded or returned to its location deck. **(E)**

IRON SHIELD OF OLD - Special Item (C)

[MP: 2; CP: 3]

**Shield.** Playable at any Under-deeps Shadow-hold [ ] or Ruins & Lairs [ ]. +2 to all rolls required for bearer's company to move to an adjacent Under-deeps site. Warrior only: tap this items to make one strike against the bearer ineffectual. **(E)**

# Documenthistory

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## Introduction

The original ten challengedecks were produced by ICE in 1998 and contain cards from METW, METD, MEDM, MELE, MEAS and MEWH. Balrog cards are not in these decks because the Balrog was produced later.

In 2006 Mark Alfano posted in CoE-forum three of the missing Ringwraith challengedecks. I played these decks during Worlds 2007 in NYC. But this three challengedecks had no sideboard and also the starting character were not unique to the other existing challenge decks. So a character draft was needed.

But then the idea was born to build also challengedecks for Akorahil and the five fallen Wizards. I started this project in 2008 and during the monthly MECCG-gaming events in Berlin (thanks to the Berlin crew) and via GCCG (thanks to Heiner) the decks were tested and further developed.

During Lure X in 2010 (thanks to Wolfgang to organize this great event) the nine “Lost Challengedecks” were presented to the public. So I got a lot of feedback whether the decks are playable and how to change some cards in the decks.

In 2011 at Lure XI (thanks again to Wolfgang to organize this great event) we had a second “Lost Challengedecks” tournament. Here are the results of the decks. Please note that we were ten players, so we had to use one of the already known decks (in that case Deck H).

Number	Deck Name	Ringwraith	Hazard Strategy	Rounds	TP	MP
K	Lord of Rings	Ren	Auto-attack modifier	3	3	40
L	Wolves!	Uvatha	Corruption & Left behind	3	12	56
M	It's magic!	Akhorahil	Heavy Corruption	3	11	63
N	Smoke on the Water	Khamul	A kind of Roadblock	3	4	45
O	Men of Skill	F. Saruman	Mix	3	10	63
P	Join the Hunt	F. Alatar	Influence reducer	3	10	62
Q	Prophet of Doom	F. Pallando	Orcs/Troll and some short events	3	10	73
R	The Ally-Armada	F. Radagast	Men & Corruption	3	12	75
S	Await the Onset	F. Gandalf	Spiders & Animals	3	12	94
H	Stealthy Tribe	Hoarmûrath	Undead	3	6	66

After Lure XI I also got a lot of feedback (thanks to Wanja and Heiner) so the decks were changed a little bit. I also built three new decks (one Hero-deck without wizards, one Sauron-deck and one Balrog-deck).

At the following pages You find the changes of the decks I made after Lure XI . Please feel free to give any comment. Thanks.

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## Deck L Wolves – Uvatha’s challenge deck

part of the deck	Card name out	Card name in
ressources	Black Rider	Down Down to Goblin-town
ressources	Hidden Ways	Orcs of Gundabad
ressources	Hidden Ways	Orcs of Mirkwood
ressources	Smaug Roused	Sable Shield
ressources	Words of Menace and Deceit	Weigh All Things to a Nicety
sideboard	Misty Mountain Wargs	Black Rider
sideboard	Sable Shield	Smaug Roused
sideboard	Weigh All Things to a Nicety	Words of Menace and Deceit
sites	Etteremoors*	Mount Gundabad*
Other characters	Orc Tracker	Eradan
Other characters	Orc Tracker	Nevido Smod

## Deck O Men of Skill - Fallen Saruman’s challenge deck

part of the deck	Card name out	Card name in
ressources	Dark Quarrels	Swift Strokes
ressources	Dark Quarrels	Swift Strokes
ressources	Hide in Dark Places	Warm Now Be Heart and Limb
ressources	Hide in Dark Places	Withdrawn to Mordor
hazards	Corsairs of Umbar	Ent in Search of the Entwives
hazards	Old Man Willow	Earcaraxe Ahunt

## Deck P Join the Hunt – Fallen Altar’s challenge deck

part of the deck	Card name out	Card name in
ressources	Flatter a Foe	Swift Strokes
ressources	Flatter a Foe	Swift Strokes
ressources	Wizard's Trove	A Chance Meeting
ressources	Sapling of the White Tree	Smoke Rings
ressources	Goldberry	Tom Bombadil
ressources	Gatherer of Loyalties	Bow of Alatar
Sideboard	The White Tree	Goldberry
Sideboard	Dire Wolves	Ambusher
Sideboard	Giant Spiders	Lost in Free Domains
Sideboard	Watcher in the Water	Gatherer of Loyalties
hazards	Muster Disperses	Faces of the Dead
hazards	Corsairs of Umbar	Ent in Search of the Entwives

## Deck T Feel free – the challenge deck without wizards

part of the deck	Card name out	Card name in
Other characters	Fatty Bolger	Haldir
Other characters	Hama	Legolas
Starting	Thranduil	Galdor
Starting	Dain II	Thrain II
Starting	Dagger of Westernness	Elf-stone

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## Deck U Come by night upon them – Sauron’s challengedeck

part of the deck	Card name out	Card name in
Other characters	Dunlending spy	none
Other characters	Luitprand	none
Other characters	Odoacer	none
Sideboard	none	Sudden call
Sideboard	none	Crept along cleverly
Sideboard	none	Lure of Nature*

## Deck V Great Shadow – Balrog’s challengedeck

part of the deck	Card name out	Card name in
Other characters	Lagduf	none
Sites	none	The Under-vaults%
Sites	None	Mount Gundabad*
Sideboard	Shut Yer Mouth	None