

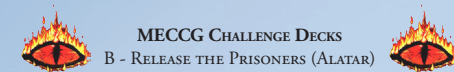
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MECCG CHALLENGE DECKS

B - RELEASE THE PRISONERS (ALATAR)



MECCG CHALLENGE DECKS

B - RELEASE THE PRISONERS (ALATAR)



MECCG CHALLENGE DECKS

A - STEWARDS OF GONDOR (SARUMAN)



MECCG CHALLENGE DECKS

A - STEWARDS OF GONDOR (SARUMAN)



STARTING COMPANY:

- Elrond (with *Cram*) controlling Elladan, and Erkenbrand (with *Shield of Iron-bound Ash*) controlling Orophin.
- With multiple site-tapping resources in the initial draw split into two companies.

RESOURCE STRATEGY:

- Travel the Orc-holds of the mountains surrounding Rivendell to acquire items and play *Rescue Prisoners*.
- Store *Rescue Prisoners* quickly, to get its character untapped.
- Move Elrond to Rivendell to play *Vilya*.
- Defend against hazards with *Gates of Morning* and *Many Turns and Doublings*.
- These are strong characters, so try to get many killpoints.
- Alatar can travel along with a company, but can also teleport, so move his company last when he's at a haven (to have the option to teleport him if needed).
- After playing the *Book of Mazarbul* tap Alatar to get the *Blue Mountain Dwarves* from sideboard. One trip to the Dwarf-hold could then both let you store the book and get you the faction.
- Be wary of *Muster Disperses*. Keep some GI free in defense.

HAZARD STRATEGY:

- Corrupt companies then play *Corpse-candle* and *Barrow-wight*.
- Make use of *Chill Douser* and *The Moon is Dead* combos.

CARDS IN THE DECK

CHARACTERS (9)

Alatar (3x), Balin, Beretar, Bofur, Elrohir, Gildor Inglorion, Haldir.

RESOURCES (30)

Book of Mazarbul, Crown of Flowers, Dark Quarrels, Dodge (2x), Escape, Gates of Morning (3x), Goldberry, Gollum, Many Turns and Doublings (3x), Muster, Orcrist, Rangers of the North, Rescue Prisoners (3x), Risky Blow (3x), Safe from the Shadow, Scroll of Isildur, Sword of Gondolin, The Cock Crows (2x), The Windlord Found Me, Vilya.

HAZARDS (30)

Alone and Unadvised (3x), Barrow-wight (3x), Chill Douser (3x), Corpse-candle (3x), Covetous Thoughts, Dragon-sickness, Lure of Expedience (3x), Lure of Nature (3x), Slayer (3x), Stirring Bones (2x), The Moon Is Dead (3x), Twilight (2x).

SITES (15)

Barrow-downs, Blue Mountain Dwarf-hold, Bree, Carn Dûm, Goblin-gate, Grey Havens, Isengard, Lossadan Cairn, Lórien, Moria, Mount Gram, Mount Gundabad, Old Forest, Rivendell, Zarak Dûm.

SIDEBOARD (20)

Backup Wizard: Radagast.**Resources:** Blue Mountain Dwarves, Dark Quarrels (2x), Forewarned Is Forearmed, Great-shield of Rohan, Marvels Told, Promptings of Wisdom, The Cook Crows.**Hazards:** Ambusher, Corsairs of Umbar (2x), Foolish Words (2x), Ghosts (2x), Seized by Terror, The Ring's Betrayal, Twilight, Veils Flung Away.

MECCG CHALLENGE DECKS

D - BARGAIN BETWEEN FRIENDS (RADAGAST)



MECCG CHALLENGE DECKS

D - BARGAIN BETWEEN FRIENDS (RADAGAST)



MECCG CHALLENGE DECKS

C - DWARVEN QUEST (PALLANDO)



MECCG CHALLENGE DECKS

C - DWARVEN QUEST (PALLANDO)



STARTING COMPANIES (2):

- Beorn (with *Black Arrow*), Gimli & Legolas (with *Cram*).
- Halbarad stays in Rivendell by himself.

RESOURCE STRATEGY:

- Play factions and allies in the hostile territories north of Mordor. *New Friendship* will help with CCs and defend against influence attempts. *Flatter a Foe* defends against creatures.
- Try to play *Forewarned* is *Forearmed* only in response: don't give the opponent an easy shot at killing your *Assassin*.
- Radagast must stay active and move through Wilderness to draw extra cards. Don't draw more MP than you can play in one turn though, or you might be forced to discard hazards or resource tactical options.
- This deck is vulnerable to *Muster Disperses*, so free up GI by letting Radagast control one or more characters with DI.
- Against corruption, tap Radagast to get *Glamour of Surpassing Excellence* from sideboard as soon as possible.

HAZARD STRATEGY:

- This deck uses different kinds of Man hazards. The most powerful of these being *Assassin*. If possible, and when effective, use *Thrice Outnumbered* to recycle *Assassin*.
- Bring in the Dragon Ahunt cards when you recognize your opponent moves around in their affected regions.

CARDS IN THE DECK

CHARACTERS (9)

Brand, Celebron, Elrohir, Haldir, Háma, Radagast (3x), Thranduil.

RESOURCES (30)

And Forth He Hastened, Beornings, Bow of the Galadhrim, Dark Quarrels (2x), Easterlings, Flatter a Foe (2x), Forewarned Is Forearmed, Iron Hill Dwarves, Marvels Told (2x), Men of Dorwinion, Muster, New Friendship (3x), Noble Hound (2x), Noble Steed (3x), Orcrist, Risky Blow (3x), Torque of Hues, Vanishment (2x), Wood-elves.

HAZARDS (30)

Abductor, Alone and Unadvised (2x), Ambusher (3x), Assassin, Brigands, Corsairs of Umbar (2x), Ghosts (3x), Lawless Men (3x), Rank upon Rank (3x), Seized by Terror (2x), Sellswords Between Charters (3x), Stout Men of Gondor, Thrice Outnumbered, Tidings of Bold Spies (2x), Twilight (2x).

SITES (15)

Beorn's House, Buhr Widu, Dale, Dead Marshes, Easterling Camp, Edhellond, Gobel Mirelond, Iron Hill Dwarf-hold, Lórien, Moria, Raider-hold, Rhosgobel, Rivendell, Shrel-Kain, Thranduil's Halls.

SIDEBOARD (20)

Backup Wizard: Gandalf.**Resources:** Dark Quarrels, Forewarned Is Forearmed, 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.

STARTING COMPANY:

- Thorin II (with *Cram*) controlling Dori & Kili, and Glóin controlling Óin (with *Cram*).

RESOURCE STRATEGY:

- Travel to the lairs and Shadow-holds east of Misty Mountains.
- Defend against corruption with *Fellowship*.
- Use *Bounty of the Hoard*, *Lucky Search* & *Thror's Map* to speed up the deck when keeping all of the dwarves in one company.
- Use the powerful items to fight but be careful in the first few turns. These may be risky, so use the avoidance cards then.
- Pallando moves to Lórien and stays there to form a company with characters from the deck. This company plays the allies and the *Book of Mazarbul* - if not played by the dwarves on an early turn.
- After playing *Quickbeam* move Pallando's company to Rivendell and tap to get the *Blue Mountain Dwarves* from sideboard. Then move a company to the Blue Mountain Dwarf-hold to store the book and play the faction.

HAZARD STRATEGY:

- Swarm the opponent with creature attacks.
- Remember: boost with *Full of Froth and Rage* & *Wake of War*.
- There is also a roadblock subtheme that fills out the blind spots in the dark areas against Ringwraith opponents.

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MECCG CHALLENGE DECKS

E - RETURN OF THE KING (GANDALF)



MECCG CHALLENGE DECKS

E - RETURN OF THE KING (GANDALF)



MECCG CHALLENGE DECKS

F - SPIES AND TRAITORS (ADÚNAPHEL)



MECCG CHALLENGE DECKS

F - SPIES AND TRAITORS (ADÚNAPHEL)



STARTING COMPANIES (2):

- Aragorn II controlling Arwen (with *Star-glass*).
- Faramir (with *Elf-stone*) controlling Annalena.

RESOURCE STRATEGY:

- Aragorn and Arwen gather items along the Anduin River, and eventually move to Minas Tirith to be crowned king and queen.
- Use *Concealment* and *Stealth* to avoid attacks. Keep scouts untapped to play these cards.
- Try to get some killpoints using the weapons in the deck.
- With Arwen wearing a *Lesser Ring* and controlling Aragorn, these two form a powerful 2-character company for only 3 GI.
- *Return of the King* is playable at a tapped or untapped Minas Tirith, so keep a character at the site so it doesn't discard if you play *Tower Guard of Minas Tirith* there first.
- Tap Gandalf to get the 2 factions from sideboard after playing *Return of the King* and recruit them easily with Aragorn.
- Gandalf can move around to help gather resources, though his primary task is testing rings. Hold on to *Magic Ring of Stealth* or *Lesser Ring* until Gandalf's test.
- The sideboard holds helpful cards against specific opponents.

HAZARD STRATEGY:

- Mostly straightforward creature attacks with no combos, so you can always discard hazards in favor of needed resources.

CARDS IN THE DECK

CHARACTERS (9)

Beretar, Bergil, Boromir II, Forlong, Gandalf (3x), Imrahil, Thranduil.

RESOURCES (30)

Beautiful Gold Ring (3x), Concealment (3x), Dark Quarrels (2x), Dodge (2x), Glamdring, Hauberk of Bright Mail, Lesser Ring (2x), Magic Ring of Stealth, Marvels Told (2x), Narsil, Noble Steed (2x), Quickbeam, Rangers of Ithilien, Return of the King, Smoke Rings, Stealth (3x), Sword of Gondolin, Thorough Search, Tower Guard of Minas Tirith.

HAZARDS (30)

Ambusher (2x), Cave Worm (3x), Cave-drake (2x), Corsairs of Umbar, Ent in Search of the Entwives (3x), Foolish Words, Ghosts (2x), Lure of Expedience (2x), Marsh-drake (2x), Nothing to Eat or Drink, Power Built by Waiting, Púkel-men, Rain-drake (2x), Searching Eye, Sellswords Between Charters (2x), Tidings of Bold Spies (2x), Twilight (2x).

SITES (15)

Bandit Lair, Buhr Widu, Dead Marshes, Dol Amroth, Edhellond, Edoras, Gladden Fields, Haudh-in-Gwanûr, Henneth Annûn, Isengard, Lórien, Minas Tirith, Moria, Rivendell, Wellinghall.

SIDEBOARD (20)

Backup Wizard: Pallando.

Resources: Dark Quarrels, Gates of Morning (2x), Knights of Dol Amroth, Marvels Told, 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.

STARTING COMPANIES (2) AT DOL GULDUR:

- Ciryaher controlling Ostisen (with *Foul-smelling Paste*).
- Mionid, Luitprand & Asternak (with *Blazon of the Eye*) controlling Dôgrib.

RESOURCE STRATEGY:

- This is a slow deck that requires holding cards in hand for a long time while you prepare resources.
- Amassing MP's from characters is key, so look for extra influence.
- With a *Dwarven Ring*, Asternak should try and influence the *Woses of the Eryn Vorn* (alternatively use *Join With that Power*).
- Note that *Deeper Shadow* cancels and discards the 2nd hazard against a moving 2-character company containing Ciryaher.
- Adúnaphel sits in Dol Guldur and cancels one attack each turn. If you have many attack avoidance cards in hand, she should tap to sideboard in a resource.

HAZARD STRATEGY:

- Effectively recycle Drakes with *From the Pits of Angband*.
- Look for an opportunity to half your opponent's hazard limit and sideboard *Ithangast Ahunt*, *Sand-drake* and *True Cold-drake* to your discard pile, making them available for *From the Pits of Angband*.
- This deck requires a lot of resources to be held, so make good use of *Summons From Long Sleep*, even though this sacrifices surprise value.

CARDS IN THE DECK

CHARACTERS (9)

Adúnaphel the Ringwraith (3x), Eradan, Layos, Nevido Smöd, Orc Captain (2x), Perchen.

RESOURCES (30)

A Nice Place to Hide (3x), Bade to Rule, By the Ringwraith's Word, Deeper Shadow (2x), Dwarven Ring of Thrór's Tribe, Dwarven Ring of Thélor's Tribe, Join With That Power, Not Slay Needlessly (3x), Orc Quarrels (2x), Red Book of Westmarch, Ruse, Secrets of Their Forging (2x), Stinker, That's Been Heard Before Tonight (2x), The Least of Gold Rings (2x), To Satisfy the Questioner (2x), Tokens to Show, Weigh All Things to a Nicety, Well-preserved, Woses of the Eryn Vorn.

HAZARDS (30)

An Unexpected Outpost (2x), Cave Worm (3x), Cave-drake (3x), Doors of Night (3x), From the Pits of Angband (2x), Marsh-drake (3x), Nameless Thing, Rain-drake (2x), Searching Eye, Slayer (3x), Summons from Long Sleep (3x), True Fire-drake (2x), Twilight (2x).

SITES (13)

Bag End, Bandit Lair, Barad-dûr, Beorn's House, Carn Dûm, Dimrill Dale, Dol Guldur, Eagles' Eyrie, Edoras, Goblin-gate, Moria, The Worthy Hills, Thranduil's Halls.

SIDEBOARD (20)

Resources: Crept Along Cleverly, Goblins of Goblin-gate, Orc Quarrels, Orcs of Moria, Piercing All Shadows (3x), 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.



MECCG CHALLENGE DECKS

G - MARAUDING BROOD OF UGLIES (DWAR)



MECCG CHALLENGE DECKS

G - MARAUDING BROOD OF UGLIES (DWAR)



MECCG CHALLENGE DECKS

H - STEALTHY TRIBE (HOARMÚRATH)



MECCG CHALLENGE DECKS

H - STEALTHY TRIBE (HOARMÚRATH)



STARTING COMPANY AT DOL GULDUR:

- Lieutenant of Morgul controlling Muzgash & Lagdulf (with *Foul-smelling Paste*), Radbug (with *Foul-smelling Paste*), and Tros Hesnef.

RESOURCE STRATEGY:

- Go for trophies, preferably placed with the Lieutenant of Morgul (or Shagrat) to increase his DI. Use that for *I'll Report You*, freeing GI, and recruiting factions (particularly *Ice-orcs*).
 - Members of the Troll trio Búrat, Tüma & Wúluag should be kept in hand until the trio is playable.
 - At the two Border-holds play *Gleaming Gold Ring* and *High Helm*, after you get *Burning Rick*, *Cot and Tree* in hand.
 - Dwarf stays at Dol Guldur, tapping for combat bonuses in earlier turns. Later, when the characters' prowess increases, he can tap to sideboard in resources (remember *Sudden Call*).
 - Sideboard *Minor Ring* to the discard pile at the first safe opportunity, making it available when *Gleaming Gold Ring* is tested.
 - *Orders from Lugbúrz* lets the Lieutenant and Shagrat be in the same company.
- HAZARD STRATEGY:**
- Straightforward Wolves & Animals. It's well worth it to discard a few hazards to keep components of the Border-hold combo in hand.
 - Consider sideboarding in *Rebel-talks* and recycling *Stay Her Appetite* to possibly remove all of your opponent's allies.

CARDS IN THE DECK

CHARACTERS (10)

Búrat, Dwarf the Ringwraith (3x), Orc Captain, Orc Veteran (2x), Shagrat, Tüma, Wúluag.

RESOURCES (30)

Bade to Rule, Black Mace (3x), Bold Thrust (3x), Burning Rick, Cot, and Tree (2x), Crept Along Cleverly (3x), Diversion, Gleaming Gold Ring, Grey Mountain Goblins, High Helm, Ice-orcs, I'll Report You, Orcs of Gundabad, Regiment of Black Crows (2x), Swarm of Bats, Swift Strokes (3x), The Arkenstone*, Thrór's Map, Under His Blow (3x).

*misprinted in this Challenge Deck as a sidebar card

HAZARDS (30)

Ambusher (2x), An Unexpected Outpost (2x), Dire Wolves (3x), Doors of Night (3x), Full of Froth and Rage (2x), Giant Spiders (3x), Searching Eye, Stay Her Appetite, Twilight (2x), Wake of War (3x), Wargs (3x), Watcher in the Water (3x), Wolves (2x).

SITES (13)

Carn Dûm, Caves of Úlund, Dale, Dancing Spire, Dol Guldur, Gold Hill, Gondmaeglom, Iserock, Minas Morgul, Moria, Mount Gundabad, Raider-hold, The Lonely Mountain.

SIDEBOARD (20)

Resources: Minor Ring, Orc Quarrels, Orcs of Moria, Orders from Lugbúrz, Piercing All Shadows (2x), Regiment of Black Crows, Sable Shield, Sudden Call, Voices of Malice (2x).

Hazards: Éarcaraë Ahunt, Foolish Words (2x), Nameless Thing (2x), Rebel-talk (2x), Stench of Mordor, Twilight.

STARTING COMPANIES (2) AT DOL GULDUR:

- Gorbag (with *Blazon of the Eye*) controlling Grishnákh, Úfhak (with *Strange Rations*), and Lugdush.
- Ill-favoured Fellow starts by himself waiting for more characters to join his company.

RESOURCE STRATEGY:

- Try to move very little and play multiple site-tapping resources at a small number of Shadow-holds, using *Records Unread*.
- Once a Shadow-hold is tapped, play one of the many playable 1 MP resources (including factions, items & allies).
- Hoarmúráth stays at Dol Guldur, increasing your hands by one, and taps each turn to sideboard in resources, unless you have *Voices of Malice* in hand - he's your only sage.
- Sideboard in *Fell Rider* near the end of the first cycle, to have the option of moving Hoarmúráth for the second cycle.

HAZARD STRATEGY:

- Try to make the most out of combinations with *Doors of Night*, *The Moon is Dead*, *Plague of Wights* and *Chill Douser*.
- Discard hazards in favour of keeping your numerous MP resources in hand, though.
- Use *An Unexpected Outpost* to recycle your best Undead creatures or enhancers if you are making good use of them. Otherwise, sideboard in hazards to hit elusive opponents in new ways.

CARDS IN THE DECK

CHARACTERS (10)

Hoarmúráth the Ringwraith (3x), Ill-favoured Fellow (2x), Orc Tracker (2x), Sly Southerner (3x).

RESOURCES (30)

A Nice Place to Hide (3x), Bade to Rule, Blasting Fire (3x), Crept Along Cleverly (3x), Great Lord of Goblin-gate, High Helm, Orc Quarrels (2x), Orcs of Moria, Records Unread (3x), Sable Shield, Scroll of Isildur, Snaga-hai (2x), Sneakin', Stinker, The Arkenstone, Vile Fumes (3x), War-wolf (3x).

HAZARDS (30)

An Unexpected Outpost (2x), Barrow-wight (2x), Chill Douser (3x), Choking Shadows, Doors of Night (3x), Exhalation of Decay, Ghouls (3x), Plague of Wights (3x), Power Built by Waiting, Stirring Bones (3x), The Moon is Dead (3x), Twilight (2x), Wisp of Pale Sheen (3x).

SITES (13)

Barad-dûr, Carn Dûm, Caves of Úlund, Dead Marshes, Dol Guldur, Goblin-gate, Minas Morgul, Moria, Mount Doom, Mount Gram, Mount Gundabad, Sarn Goriwiing, 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.

MECCG CHALLENGE DECKS PLAYTIPS & DECKLISTS v1.0

INSTRUCTIONS

- 1) Print (disable page-scaling!).
- 2) Check where to fold, but don't fold yet.
- 3) Cutout using the cutting markers.
- 4) Remember where to fold? Fold now.
- 5) Stick in cardsleeves (optional).
- 6) Keep with according decks.
- 7) Enjoy!



LAYOUT BY WISP
(DECEMBER 2010)

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MECCG CHALLENGE DECKS I - MORGUL RALLYING CRY (THE WITCH-KING)

STARTING COMPANIES (3) AT MINAS MORGUL:

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

RESOURCE STRATEGY:

- Move the first Captain & Ill-favoured Fellow to Mount Doom, Horseman & Veteran to Núrniag Camp and the other Captain & Brawler to Cirith Gorgor to sit for most of the game.
- Play the *Awaiting the Calls* on the two Orc Captains to free enough GI for new characters to be played. The Captains should not move.
- Move only the lower mind characters, 'shuttling' them between sites, storing resources, delivering *Records Unread* to Núrniag Camp, etc.
- Lower mind characters can come into play under DI at the Dark-holds.
- The Witch-king moves with *Fell Rider* to Minas Tirith to play the Palantír, and to Barad-dûr to play *Helm of Fear*. For the rest, The Witch-king stays untapped, ready to play *Voices of Malice* should *Foolish Words* or other debilitating hazards come up. *Foolish Words* can be revealed as an on-guard in response to a faction influence attempt, so be ready for that.
- Sideboard in *Above the Abyss* against Wizard opponents, and *Last Child of Ungoliant* when a company of 3 or more Orcs forms at Minas Morgul.

HAZARD STRATEGY:

- Classic roadblock strategy. Use *An Unexpected Outpost* to recycle your effective hazards.

MECCG CHALLENGE DECKS I - MORGUL RALLYING CRY (THE WITCH-KING)

CARDS IN THE DECK

CHARACTERS (9)

Orc Brawler (2x), Orc Captain, Orc Tracker (3x), The Witch-king (3x).

RESOURCES (30)

Asdrings, Awaiting the Call (2x), Blasting Fire (3x), Fell Rider (2x), Gifts as Given of Old (2x), Great Bats (3x), Helm of Fear, Núrniags, Orcs of Udûn, Orcs of the Ash Mountains, Palantír of Minas Tirith, Records Unread, That Ain't No Secret (3x), Under His Blow, Uruk-hai, Vile Fumes (3x), Voices of Malice (2x), Weigh All Things to a Nicety.

HAZARDS (30)

Ambusher (2x), An Unexpected Outpost (3x), Doors of Night (3x), Ghosts (2x), Long Winter (3x), Lure of Nature (3x), Rain-drake (3x), Slayer (2x), Snowstorm, True Fire-drake (3x), Twilight (2x), Withered Lands (3x).

SITES (13)

Barad-dûr, Carn Dûm, Cirith Gorgor, Cirith Ungol, Dead Marshes, Dol Guldur, Minas Morgul, Minas Tirith, Moria, Mount Doom, Núrniag Camp, Sarn Gorwing, Shelob's Lair.

SIDEBOARD (20)

Resources: Above the Abyss (2x), Black Trolls, Crept Along Cleverly, Last Child of Ungoliant, 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.

MECCG CHALLENGE DECKS J - SEDUCING NATIONS OF MEN (INDÛR)

STARTING COMPANY AT DOL GULDUR:

- The Mouth (with *Strange Rations*) controlling Horseman in the Night (with *Blazon of the Eye*), and Hador controlling Odoacer.

RESOURCE STRATEGY:

- Try to play 5 of the 6 man factions at the 3 Border-holds surrounding Mordor, using *Secret Book* to play 2 at the same site.
- *High Helm* can help with influence attempts, and take care to check the standard modifications factions in play give.
- Hador is key in the success of this deck, since he can cast the powerful attack avoidance spell *Tormented Earth*.
- *Slayers* are a real threat. Get rid of them with *Ready to His Will*.
- Form one or more companies of Orcs to play most of the non-faction resources, and never hesitate to sacrifice an Orc to a large attack for the greater good of Sauron.
- Indûr doesn't move, and brings discarded *Tormented Earths* back to your hand with his special ability. Sideboard in *Poisonous Despair* if your opponent becomes a threat to influence your MP's away.
- Sideboard in more resources near the end of the first deck cycle, or sooner if your companies are in good shape tactically.

HAZARD STRATEGY:

- The hazards have a high frequency of play so that the *Secret Books* cycle in your hand quickly.
- Corruption should have more of an effect than your creatures.

MECCG CHALLENGE DECKS J - SEDUCING NATIONS OF MEN (INDÛR)

CARDS IN THE DECK

CHARACTERS (11)

Ill-favoured Fellow (3x), Indûr the Ringwraith (3x), Jerrek, Nevido Smód, Orc Captain (3x).

RESOURCES (30)

Bade to Rule, Balchoth, Bold Thrust (3x), By the Ringwraith's Word, Corsairs of Rhûn, Crept Along Cleverly (2x), Crooked Promptings, Easterlings, Haradrim, High Helm, Orc Quarrels (3x), Palantír of Orthanc, Ready to His Will, Scroll of Isildur, Secret Book (3x), Southrons, Stinker, The Arkenstone, The Tormented Earth (3x), Voices of Malice, Wain-easterlings.

HAZARDS (30)

Alone and Unadvised (3x), Cave Worm (2x), Corpse-candle (3x), Covetous Thoughts, Dragon-sickness (2x), Ghosts (2x), Lure of Expedience (3x), Lure of Nature (3x), Lure of the Senses (3x), Marsh-drake (2x), Sellswords Between Charters, Slayer (2x), Twilight (2x), Weariness of the Heart.

SITES (13)

Barad-dûr, Caves of Úlund, Dol Guldur, Easterling Camp, 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, Piercing All Shadows, Poisonous Despair, 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.

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