

DCCD – RINGWRAITH – ÛVATHA – THE BARADHRIM LEAGUE

Rumour has it Ûvatha killed his first man at the age of seven. Of all the Nazgûl, he was most cruel. Though he accepted a Ring from Sauron as Ninth and last, he is by no means least important. Sauron entrusts him to protect Mordor's Eastern borders, so the Dark Lord is free to plot against the West.

While the other Ûlairi are off on missions far away, Ûvatha must rally troops for the big war. He searches the great plains of upper and lower Khand. Of the multitude of tribes living there, most are savage and warlike people, easy to sway with some well told lies. Only problem is, they just as gladly fight among themselves. The real challenge is to create a steady alliance between Sauron and the Men of the Dark, a true Baradhim League, as once existed between Morgoth and the Black Easterlings. Mordor's armies cannot march with the mindless limbs of Orcs alone, we need Men to fight!

Starting company: Grachev Hos (*Whip*), Gorovod, Daurukh, Horseman in the Night

Starting events: *Variag-king of Khand*, *Creating Their Domain*

Starting site: Mistrand

DC level: ** DC Graduate (dc intensity 38%, non-FF/NE 13%)

1. The purpose is to play many factions and form *The Baradhrim League*. Meanwhile, you gather items for the war (*Ovatha's Bow*, *Sceptre of Spirits*, *Usriev of Treachery*), demand *Tribute to Sauron*, and hopefully, in the end, promote a warlord with a powerful Ring of Binding (*Ring of the Dispossessed*).
2. Ûvatha will not sit around idly; there are several ways for him to move. *Creating Their Domain* allows movement to sites in his home sites' regions (Khand and Harrhûn). Discarding *Baradhrim League* allows one move around Nuriag. *Black Steed* sets you in Black Rider Mode. And there's *Forced March* in the sidebar if need be. Planning/combining these movements is an important part of the deck.
3. Ûvatha should enter play at Variag Camp. He might enter at Mistrand or Sturlurtsa, but your plan there is to play the *Sceptre* and *Bow*, which you'd rather not have on Ûvatha as he cannot use them. The *Variags* are playable at Sturlurtsa, and the *Corsairs* at Mistrand, so if you have Ûvatha play one of these factions, make sure to move another company there with *Records Unread* to untap the site. *Nb.* Sturlurtsa has Chey Goumal as nearest Darkhaven...
4. Tap Ûvatha to bring some cards into the discard pile: *Corsairs of Rhûn*, *Nûriags*, *Wain-Easterlings*, *Bat-winged Helmet*, and *Servants in the South*. You can get factions to hand using *Call to Arms*. Hachev can grab *Servants in the South* to use his *Whip*. If you got nothing to do, play the *Bat-winged Helmet* discarding *Variag-king of Khand*, but only if you have *Call to Arms* (or another *Variag-king* copy), as you'll lose the Warlord status.
5. Your main company may well stay together. You are fairly safe moving in Shadow-lands, but at most sites you can play multiple resources. Moreover, you can use the protection of your magic user Gorovod. When fighting you can take some risks, as he can heal (*Well Preserved*) or bring you back to life (*Freeze the Flesh*). Gorovod may even heal by eliminating a *Black Steed*. Then *Freeze the Steed* back



to life, and you'll have an Undead horse to sit on, how's that for a ride! Take note, afterwards you will be an overt company.

6. The main problem is playing more characters, as Ûvatha will be moving around and GI is not plenty. Grachev should use his *Whip*, and getting the *Sceptre of Spirits* helps, and ultimately also *Ring of the Dispossessed*. Nb. To get the latter, at least one *Records* (=Lost Knowledge) is needed to move to the Temple of Lokuthor.

7. Final tips:

- Play the first *Usriev* at Tol Buruth and get a *Horse-tamer* from sideboard. If you manage to get both on Ûvatha, so much the better. For the second *Usriev*, go to Cor Angaladh, Adan Tomb, Urud-an-Khibil, Shelob's Lair, or Oraishapek's Mound. Or, use *Deeper Shadow* to convert Tol Buruth into a Shadow-hold and untap it with *Records Unread*.
- *Corsairs of Rhûn* can also be played at Mistrand and *Variags of Khand* at Sturlurtsa. *Balchoth* can also be played at Balchoth Camp, and *Nûriags* at Medlóshad.
- Ûvatha can use his resource recycling ability at his home sites, thanks to *Creating Their Domain*.
- If you've got 4 factions for *Baradhrim League*, don't forget to report your achievements to Sauron and be *Favoured by the Eye* (sideboard).

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Pool

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Dual Character (2)

- 1 Daurukh (GP)
- 1 Hungh (GP)

Minion Character (9)

- 1 Asternak (LE)
- 1 Dâsakûn (DM)
- 1 Gorovod (GP)
- 1 Grachev Hos (NE)
- 1 Horseman in the Night (LE)
- 1 Mionid (AS)
- 1 Nazog (SL)
- 1 Tros Hesnef (LE)

Minion Resource (3)

- 1 Creating Their Domain (NE)
- 1 Variag-king of Khand (NE)
- 1 Whip (LE)

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Deck

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Hazard (33)

- 1 "Bert" (Bûrat) (TW)
- 1 "Tom" (Tûma) (TW)
- 1 "William" (Wûluag) (TW)
- 2 An Unexpected Outpost (DM)
- 2 Arda Marred (NE)
- 1 Black Crows (FB)
- 1 Bonds of Winter (NW)
- 2 Choking Shadows (TW)
- 1 Darkness Ahead (TI)
- 3 Doors of Night (LE)
- 1 Foolish Words (TD)
- 2 Half-trolls of Far Harad (TW)
- 1 Hermit Troll (DF)
- 1 Hibernating Troll (NW)
- 3 Minions Stir (LE)
- 1 Olog Warlords (BA)
- 1 Olog-hai (Trolls) (TW)
- 1 Out of Practice (DF)
- 1 Peril Returned (TD)
- 1 Slayer (LE)
- 1 Taint of Glory (WR)
- 2 Twilight (TW)
- 1 Umagaur the Pale (DM)
- 1 Wild Trolls (LE)

Ringwraith Character (4)

4 Ûvatha the Ringwraith (LE)

Minion Character (2)

1 Djerul (NE)

1 Ullis (NE)

Dual Resource (1)

1 Sceptre of Spirits (NE)

Minion Resource (32)

1 Ancient Secrets (BA)

1 Balchoth (LE)

3 Black Steed (NE)

2 Call to Arms (NE)

1 Crooked Promptings (LE)

2 Deeper Shadow (LE)

1 Easterlings [M] (LE)

1 Freeze the Flesh (LE)

1 Join With That Power (AS)

1 Not Slay Needlessly (LE)

1 Orc Quarrels (LE)

1 Ovatha's Bow (GP)

3 Records Unread (AS)

1 The Baradhrim League (GP)

2 Tribute to Sauron (NE)

2 Usriev of Treachery (AS)

1 Variag-king of Khand (NE)

1 Variags of Khand [M] (LE)

1 Voices of Malice (LE)

2 Weigh All Things to a Nicety (LE)

2 Well-preserved (AS)

1 Whispers of Rings (BA)

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Sideboard

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Dual Resource (1)

1 Iorags (GP)

Hazard (11)

1 Drowning Seas (TW)

1 Greed (TW)

1 Lost in Free-domains (TW)

1 Lure of the Senses (LE)

1 Many Burdens (NE)

1 Muster Disperses (TW)

1 No Place for a Pony (RS)

1 Seized by Terror (DM)

1 Seized upon the Bearer (RS)

1 The Burden of Time (TW)

1 Too Much to Ask (WR)

Minion Resource (18)

1 Bat-winged Helmet (NE)

1 Binding-ring (LE)

1 Corsairs of Rhûn [M] (AS)

1 Favoured by the Eye (NE)

1 Feagwath (NE)

1 Fizzling Torch (NE)

1 Forced March (LE)

1 Heralded Lord (LE)

2 Horse-tamer (NE)

1 Nûriags (AS)

1 Phantom Devised by Wizardry (NE)

1 Ring of the Dispossessed (NE)

1 Servants in the South and East (NE)

1 Sojourn in Shadows (WH)

1 The Baradhrim League (GP)

1 Voices of Malice (LE)

1 Wain-easterlings [M] (AS)

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Sites

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Minion Site (30)

- 1 Adan Tomb [M] (GP)
- 1 Chey Goumal [M] (GP)
- 1 Cor Angaladh [M] (FB)
- 1 Dead Marshes [M] (LE)
- 2 Dol Guldur [M] (LE)
- 1 Easterling Camp [M] (LE)
- 1 Elgaer [M] (GP)
- 1 Iorag Camp [M] (GP)
- 1 Joghul's Shrine [M] (GP)
- 1 Korondaj [M] (SL)
- 1 Lâorkí [M] (GP)
- 1 Lugarlur [M] (NE)
- 1 Medlóshad [M] (GP)
- 2 Minas Morgul [M] (LE)
- 1 Mistrand [M] (NE)
- 1 Nûrniag Camp [M] (LE)
- 1 Oraishapek's Mound [M] (NE)
- 1 Raider-hold [M] (LE)
- 1 Relerindú [M] (GP)
- 1 Shelob's Lair [M] (LE)
- 1 Strayhold [M] (NE)
- 1 Sturlurtsa [M] (GP)
- 1 Temple of Kondri Odchi [M] (GP)
- 1 Temple of Lokuthor [M] (NE)
- 1 Tol Buruth [M] (GP)
- 1 Urud-an-Khibil [M] (SL)
- 1 Variag Camp [M] (LE)
- 1 Wain-Easterling Camp [M] (GP)



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