

Return of the King and of the Undead

1 Deck Listing

Table 1: Starting Company

Characters	Minor Items
Aragorn II	Athelas
Annalena	
Boromir II	Horn of Anor
Elladan	

Table 2: Deck

Characters	Resources	Hazards	Sites
Pallando	Sapling of the White Tree	Doors of Night	Rivendell
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Théoden	Sapling of the White Tree	Doors of Night	Lorien
Beretar	Torque of Hues	Chocking Shadows	Edhellond
Erkenbrand	Red Arrow	Chocking Shadows	Bree
Éomer	Narsil	Chocking Shadows	Barrow-downs
	Healing Herbs	Plague of Wights	Old Forest
	Goldberry	Plague of Wights	Ruined Signal Tower
	Rangers of the North	Plague of Wights	Isengard
	Riders of Rohan	Ghouls	Glittering Caves
	Knights of Dol Amroth	Ghouls	Edoras
	Army of the Dead	Ghouls	Minas Tirith
	Path of the Dead	Ghosts	Dunharrow
	Return of the King	Ghosts	Vale of Erech
	The White Tree	Ghosts	Dol Amroth
	Lucky Strike	Barrow-wight	The Stones
	Lucky Strike	Barrow-wight	
	Lucky Strike	Lure of the Senses	
	Block	Lure of the Senses	
	Concealment	Lure of Nature	
	Concealment	Lure of Nature	
	Concealment	Lure of Expedience	
	A Friend or Three	Lure of Expedience	
	A Friend or Three	Ren the Unclean	
	A Friend or Three	Mouth of Sauron	

(9 rares cards of which 3 sites)

2 Overview

This deck focuses on the Gondor and Rohan geographic area where [Aragorn](#) is going to muster the [Knights of Dol Amroth](#) and the [Riders of Rohan](#), retrieve [Narsil](#) and return in [Minas Tirith](#) to plant [The White Tree](#) and claim his kingdom by playing [Return of the King](#). He and his company can also dare the [Path of the Dead](#) and summon the [Army of the Dead](#), or collect other useful items such as [Torque of Hues](#) and the [Red Arrow](#). Finally, closer to [Rivendell](#) you can also play the [Ranger of the North](#) in [Bree](#) and get your only ally, [Goldberry](#), at the [Old Forest](#).

On the hazard side, you will try to corrupt your opponents characters and attack them with undead creature, most of which will also trigger a corruption check. With [Door of Night](#) on the table, [Plague of the Wight](#) and [Chocking Shadows](#) will make your undead stronger and easier to play against your opponent companies.

3 Resource Strategy

Ideally you want to head south quickly with **Aragorn** and his initial company, passing through the **Gap of Isen** and collecting one or two major items on your way, for instance at the **Barrow Down**, **Isengard** or the **Glittering Caves**. Unless you initially draw them, forget about **Goldberry** and the **Rangers of the North** as you will be able to play them later when your wizard and your other characters come in play in **Rivendell**. In fact **Beretar** could simply appear in **Bree** and muster the Rangers by himself.

Once down under, collect items and muster factions until you have harvested a **Sapling of the White Tree** and have drawn either **Return of the King** or **The White Tree**. At this point head for **Minas Tirith** where on the next turn you will store the sapling and play either or both of the previous permanent-events. As playing these events does not tap **Minas Tirith**, you can always come back later there to play whichever event you have missed the first time.

If you happen to draw both **Path of the Dead** and **Army of the Dead** all the better, head for **Dunarrow** and cash 6 marshalling points (MPs) once you make it to **Vale of Erech**. However, do not hold either of these cards forever while waiting for the other, since you have so many other ways to make MPs.

Concerning the other resources in your deck, the **Block** and **Lucky Strike** short-events are there to help **Boromir** and **Elladan** fight whereas **Concealment** is meant to be used by **Annalena** to cancel attacks altogether. **Aragorn** can use both cards if it comes down to it. **A Friend or Three** is there to help you in influencing factions and in dealing with corruption checks. The **Torque of Hues** will further help you dodging nasty attacks, whereas the **Red Arrow** will help you influencing the **Riders of Rohan**.

Finally a word on your Wizard and the other characters in your deck. **Pallando** allows you to hold more cards in your hand, which could help if you draw **The White Tree** before you could play any of its saplings. Beside **Beretar**, your reinforcements consist entirely of Rohan characters, which have a wide range of skills, can help you mustering the **Riders of Rohan** and fit perfectly in the Rohan-Gondor theme of this deck..

4 Hazard Strategy

Your hazards strategy is quite straightforward. You should be able to play one corruption card (**Lure of Nature**, **Lure of Expedience**, **Lure of Senses**, every turn, and once **Door of Night** is on the table you will be able to use **Chocking Shadows** to play your undead creatures everywhere except border lands and free domains. This may mean wait for the right opportunity to hit your opponent hard, in particular once **Plague of the Wight** is in play. **Pallando** will also help you in this respect.

Keep in mind that **Chocking Shadows** can also serve to enhance the automatic attack on ruins & lairs, which can be useful. The **Mouth of Sauron** is there mostly to retrieve the **Plague of the Wight** or the **Chocking Shadows** events. As regard **Ren the Unclean**, unless your opponents moves to **Ithilien**, **Dagorlad** or the **Horse Plains** when you have him in your hand, just play it as a permanent-event and use it to force every character in the game to make a corruption check. Be careful to use him when your own character are not loaded with items or when you have a **A Friend or Three** ready in your hand.

Finally, try to consistently target the most important characters in your opponents companies with your corruption cards, which at least will force them to tap and try to remove these cards.