

# We are Sailing and You are Staying

## 1 Deck Listing

Table 1: Starting Company

Characters	Minor Items
Círdan	Elf Stone
Elrohir	
Imrahil	
Anborn	Dagger of Westernesse

Table 2: Deck

Characters	Resources	Hazards	Sites
Alatar	Palantír of Orthanc	Doors of Night	Rivendell
Alatar	Palantír of Annúminas	Doors of Night	Lorien
Celeborn	Palantír of Amon Sûl	Doors of Night	Grey Havens
Arinmîr	Align Palantir	Twilight	Edhellond
Adrazar	Align Palantir	Twilight	Old Forest
Halbarad	Align Palantir	River	Isengard
	Sword of Gondolin	River	Himring
	Sword of Gondolin	River	Isles of the Dead that Live
	Elves of Lindon	Long Winter	The Stones
	Knights of Dol Amroth	Long Winter	Lond Galen
	Men of Lebennin	Long Winter	Dol Amroth
	Men of Anfalas	Foul Fumes	Pelargir
	Goldberry	Call of Home	Tolfalas
	Star Glass	Call of Home	
	Concealment	Cave Drake	
	Concealment	Cave Drake	
	Dark Quarrels	Cave Drake	
	Dark Quarrels	Slayer	
	Praise to Elbereth	Slayer	
	Praise to Elbereth	Ambusher	
	Praise to Elbereth	Ambusher	
	New Friendship	Abductor	
	New Friendship	Abductor	
	A Friend or Three	Assassin	
	A Friend or Three	Adûnaphel	

(9 rares cards of which 3 sites)

## 2 Overview

This deck has the potential to really annoy your opponent. Not only will he or she find it hard to harm your companies while they sail near the south-eastern shores of Middle-Earth to retrieve ancient blades, muster friendly sea-folk and search for lost seeing stones, but he or she will also struggle to travel anywhere in inland Middle-Earth while a long winter and raging rivers hamper your opponent's companies. Only skilled rangers will be able to guide them, which is why you will systematically hunt them down or call them home.

### 3 Resource Strategy

Your main objective is to retrieve, align and store the three Palantíri in your deck, while mustering most of the Gondor factions south of the White Mountains. You will find the Palantír of Annuminas or Amon Sûl in the same geographic area, at The Stones and in Tolfalas, whereas you will sail west to the Eriadorian Coast and the Elven Shore to reinforce your companies with some Swords of Gondolin or summon the Elves of Lindon.

Unless you draw the Elves or Goldberry in your first turn, or you are ready to collect the Palantír of Orthanc in Isengard, head straight south stopping either at the Isles of the Dead that Live or the The Stones. From there on Círdan and his company should be relatively safe while they stay at sea and move through free-domains. They, or any other company that may form, will only need to venture through wilderness and border-lands when falling back to Edhellond in Anfalas, visit The Stones in Andrast, or move to Isengard in the Gap of Isen. Even then, your companies should be ready to take this risk, in particular thanks to their Praise to Elbereth. This is a great short-event that adds +1 to the strength of all your characters until the end of the turn while Doors of Night is in play, which you will make sure is the case. The nice thing about Praise to Elbereth is that it can be duplicated and that it helps your characters fighting also during the site phase, when facing automatic-attacks. To avoid the toughest fights, you also have a couple of Concealment and Dark Quarrels, the latter being particularly suited to dodge any Assassin or Ambusher that may roam the cities of Gondor.

As regards the Palantíri, once you find one of them you should return to Edhellond where one of your sages, initially Círdan, could use Align Palantír to set up the stone before it is safely stored the next turn. Because Align Palantír adds 2 Marshalling Points (MPs) to the value of your Palantír, your trip back to Edhellond will not be a waste of time, in particular if storing the Palantír of Amon Sûl as this gives you another 2 MPs. Looking into the seeing stones before putting them away can corrupt your characters, and you should risk it only if you get the Palantír of Orthanc early on in the game. In this case, give it to Halbarad who should use it while sitting safely in Edhellond to bring back in your deck useful resource or hazard cards from your discard pile.

Imrahil is your key diplomat to influence the coastal factions of Gondor, although other dunedain in your deck will be able to do his job, in particular with the help of A Friend or Three or a New Friendship. These short-events will also help your character with corruption checks, if need be.

To conclude, a word on your wizard, the other characters in your deck and Goldberry. As you do not plan to use your Palantíri the ability of Saruman to use them does not offset the inconvenience of having to bring down all the way down from Rivendell or Isengard in order to help your companies. On the other hand, Alatar is best suited for this deck since he can appear in Edhellond where he can use his special ability to quickly jump in support of your companies, or simple set out with a second company to rally the people of Gondor. As regard your other characters, Halbarad is best kept waiting in Edhellond for a Palantír, whereas Adrazar is a free-lance diplomat that you can send out alone, in particular since he can use Concealment and has a special bonus against all factions. Arinmîr can be useful both as a sage or as an extra diplomat, whereas Celeborn also brings some muscles that could be controlled by Círdan. Finally, Goldberry is your deck because you want to prevent your opponent from using her special ability that would counter your hazard strategy, either by playing her first or by influencing her away from your opponent.

### 4 Hazard Strategy

Your hazard strategy consists in delaying your opponent's companies, so that in the end you will acquire MPs quicker than he or she does.

You have two means to achieve this goal. The first consists in returning your opponent's companies back home every time they set out to reach a site with two wilderness by using Long Winter or with one shadow- or dark-land with Foul Fumes, or even tapping these sites altogether if Doors of Night is in play. You have three copies of Doors of Night to make sure this happens quickly and two Twilight to protect Doors of Night against your opponent Gates of Morning or Twilight.

The second way to stop your opponent's companies is to eliminate or tap his or her ranger before playing River on the site the company is moving, in order to prevent the company from doing anything useful there. Cave Drake, Slayer, Ambusher and Assassin will allow you to single out your opponent's ranger almost anywhere they go, whereas with Call of Home and Ambusher you will try to discard them. To use Ambusher, you will need to make sure that the ranger will face his only strike, by attacking first the rest of the company with your other creatures. Eliminating your opponent's rangers is also key to use Long Winter and Foul Fumes when Doors of Night is not on the table.

As regard Adûnaphel, her permanent-event ability to tap anyone you choose gives you yet another opportunity to play River efficiently.