

World Championship 2004 - Atlanta, United States 1st place		Minion vs. Hero / Fallen Wizard (Return of the Faithless Stewards) Deck by Mark Alfano (US)					
POOL		RESSOURCE DECK	HAZARD DECK	SIDEBOARD			
1	1 Dasakun	1	1 Aiglos	1	1 Adunaphel	1	1 Cave Troll
2	1 Dorelas *	2	1 Awaiting the Call	2	1 Alone and Unadvised	2	1 Long Grievous Siege
3	1 Dror	3	1 Awaiting the Call	3	1 Ambusher	3	1 Faithless Steward
4	1 Gergeli	4	1 Awaiting the Call	4	1 An Unexpected Outpost	4	1 Faithless Steward
5	1 Ill-Favoured Fellow	5	1 Blasting Fire	5	1 An Unexpected Outpost	5	1 Faithless Steward
6	1 Ill-Favoured Fellow	6	1 Blasting Fire	6	1 Assassin	6	1 Sneakin
7	1 Lieutenant of Dol Guldur *	7	1 Blasting Fire	7	1 Assassin	7	1 Sudden Call
8	1 Nain *	8	1 Dark Tryst	8	1 Bane of the Ithil-Stone	8	1 Orcs of Gorgoroth
9	1 Raisha	9	1 Dark Tryst	9	1 Bane of the Ithil-Stone	9	1 The Dark Power
10	1 Ugluk *	10	1 Dark Tryst	10	1 Beorning Skin-Changers	10	1 Tribute Garnered
1	1 Blazon of the Eye	11	1 Great Bats	11	1 Beorning Skin-Changers	11	1 Call of Home
2	1 Strange Rations	12	1 Liquid Fire	12	1 Cave-drake	12	1 Durin's Bane
3		13	1 Open to the Summons	13	1 Cave-drake	13	1 Fell-Turtle
1		14	1 Open to the Summons	14	1 Corsairs of Umbar	14	1 In the Heart of His Realm
2		15	1 Open to the Summons	15	1 Daelomin at Home	15	1 Khamul the Easterling
3		16	1 Orcs of Dol Guldur	16	1 Ice-drake	16	1 Lost at Sea
AVATARS IN DECK		17	1 Orcs of the Red Eye	17	1 Itangast Ahunt	17	1 Lost in Free-Domains
1	-	18	1 Orders from Lugburz	18	1 Lobelia Sackville-Baggins	18	1 Lure of Expedience
2	-	19	1 Orders from Lugburz	19	1 Mordor in Arms	19	1 Lure of Power
3	-	20	1 Sauron	20	1 Mouth of Sauron	20	1 Lure of the Senses
CHARACTERS IN DECK		21	1 Sauron	21	1 My Precious	21	1 Muster Disperses
1	1 Baduila	22	1 Sauron	22	1 Redoubled Force	22	1 Nameless Thing
2	1 Ill-Favoured Fellow	23	1 The Dark Power	23	1 Revealed to All Watchers	23	1 Pilfer Anything Unwatched
3	1 Orc Captain	24	1 Uruk-Hai	24	1 River	24	1 Seized by Terror
4	1 Orc Captain	25	1 Voices of Malice	25	1 River	25	1 Smaug Ahunt
5	1 Ulkaur the Tongueless	26	1 Voices of Malice	26	1 River	26	1 Spider of the Morlat
6		27	1 Voices of Malice	27	1 Rolled Down to the Sea	27	1 The Balance of Things
7		28	1 Weigh all things to a Nicety	28	1 Sellswords Between Charters	28	1 The Roving Eye
8		29	1 Weigh all things to a Nicety	29	1 Unabated in Malice	29	1 The Way is Shut
9		30	1 Weigh all things to a Nicety	30	1 Unabated in Malice	30	1 Worn and Famished
10		31		31		SIDEBOARD vs. Fallen Wizards	
IMPORTANT SITES		32		32		1	?
1		33		33		2	?
2		34		34		3	?
3		35		35		4	?
4		36		36		5	?
5		37		37		6	?
6		38		38		7	?
7		39		39		8	?
8		40		40		9	?
9		41		41		10	?

Notes: The basic idea is to have the Lieuy squat at his home site playing Voices of Malice and giving you +1 hand size while Ugluk squats at Barad Dur to pick up three factions, and the little sages take a ride on the "Mordor Merry-go-round", swapping Cirith Gorgor and Mount Doom between them (allowing you to draw two while your opponent only draws one). Play the Orcs of Dol Guldur whenever you happen to draw them, and put the Open to the Summons'd agents into the Lieuy's company. He can drop downstairs with another 5-mind, 2-MP leader under his DI to pick up Aiglos whenever you happen to draw it. The detainment attack is no problem because he has bread to untap him after the auto-attack. Use Sauron's sideboarding ability (along with the three Weigh All Things) to pull the three Faithless Stewards, Sneakin', and a Sudden Call (and some other niceties if you have time... though you shouldn't...) over from the sideboard, then use the Sneakin' trick in order to move all three agents pretty well protected to the Easterling Camp (all three have that as a home site). If you play Orders from Lugburz on Ugluk's company, you can bring in Ulkaur at Barad Dur (his home site), have both leaders await the call, and thus allow Ulkaur to control Ugluk, thereby protecting him from single-strike attacks or Stench of Mordor (as well as giving him +1 to his ccs in case there's a Lure of Power to worry about). The little sages can pick up one or two of the techno items (or all four, if you happen to draw into them in the right order at the right time), as well as the Great Bats (best done at the Nurniag Camp -- no auto attack). It doesn't seem all that impressive, but with the 9 misc points from the Faithless Stewards and the 17 character points, it really adds up.

World Championship 2004 - Atlanta, United States 1st place		Balrog vs. Minion (The Red Hills) Deck by Mark Alfano (US)					
POOL		RESSOURCE DECK	HAZARD DECK	SIDEBOARD			
1	1 Bolg	1	1 Ancient Secrets	1	1 An Unexpected Outpost	1	1 Hill-troll
2	1 Buthrakaur *	2	1 Awaiting the Call	2	1 An Unexpected Outpost	2	1 Hill-troll
3	1 Gorbag	3	1 Awaiting the Call	3	1 Heedless Revelry	3	1 Hill-troll
4	1 Mauhur	4	1 Dark Tryst	4	1 Heedless Revelry	4	1 Orc Tracker
5	1 Radbug	5	1 Dark Tryst	5	1 Redoubled Force	5	1 Orc Tracker
6	1 Shagrat *	6	1 Dark Tryst	6	1 Revealed to All Watchers	6	1 Troll-lout
7	1 Ugluk *	7	1 Great Shadow	7	1 River	7	1 Troll-lout
8	1 Ufthak	8	1 Great Shadow	8	1 Rolled Down to the Sea	8	1 Troll-lout
9	1 Ulkaur the Tongueless	9	1 Hold Rebuilt and Repaired	9	1 Unabated in Malice	9	1 Blasting Fire
10	1 Umagaur	10	1 Hold Rebuilt and Repaired	10	1 Unabated in Malice	10	1 Gifts as Given of Old
1	1 Orders from the Great Dem	11	1 Hold Rebuilt and Repaired	11	1 Webs of Fear and Treachery	11	1 Sudden Call
2	1 Orders from the Great Dem	12	1 I'll Report You	12	1 Webs of Fear and Treachery	12	1 Tempest of Fire
3		13	1 I'll Report You	13	1 Webs of Fear and Treachery	13	1 Threats
1		14	1 I'll Report You	14	1 Lord of the Carrock	14	1 Angband Revisited
2		15	1 Orc Quarrels	15	1 Adunaphel	15	1 Darkness Wielded
3		16	1 Orc Quarrels	16	1 Baduila	16	1 Ancient Black Axe
AVATARS IN DECK		17	1 Orc Quarrels	17	1 Daelomin at Home	17	1 Alone and Unadvised
1	1 The Balrog	18	1 Weigh All Things to a Nicety	18	1 Gandalf the White Rider	18	1 Khamul the Easterling
2	1 The Balrog	19	1 We Have Come to Kill	19	1 Itangast Ahunt	19	1 Lost in Free-Domains
3	1 The Balrog	20	1 We Have Come to Kill	20	1 Lady of the Golden Wood	20	1 Lure of Power
CHARACTERS IN DECK		21	1 Blasting Fire	21	1 Mouth of Sauron	21	1 Lure of the Senses
1		22	1 A Few Recruits	22	1 Smaug Ahunt	22	1 Lure of Expedience
2		23	1 Orcs of Moria	23	1 Smaug at Home	23	1 Nameless Thing
3		24	1 Great Bats	24	1 Cave-drake	24	1 River
4		25	1 Stinker	25	1 Cave-drake	25	1 Seized By Terror
5		26	1 Maker's Map	26	1 Cave Worm	26	1 The Balance of Things
6		27	1 Maker's Map	27	1 Ice-drake	27	1 The Roving Eye
7		28	1 Maker's Map	28	1 Sellswords Between Charters	28	1 The Way is Shut
8		29	1 Tempest of Fire	29	1 Sellswords Between Charters	29	1 Veils Flung Away
9		30	1 Tempest of Fire	30	1 Wandering Eldar	30	1 Troll-purse
10		31		31			
IMPORTANT SITES		32		32			
1		33		33			
2		34		34			
3		35		35			
4		36		36			
5		37		37			
6		38		38			
7		39		39			
8		40		40			
9		41		41			

Notes: This is yet another of my "trick" decks, so called because they take extreme advantage of some little-used card. In this case, the card is the Minion Worthy Hills site, which, interestingly enough, never taps. At first, I thought the only thing that could be gotten out of this was unlimited Secrets of their Forging + 2 big, impossible-to-influence factions. However, if you rebuild the site into a Shadow-hold, you can play three copies each of Maker's Map (2 MPs) and Tempest of Fire (3 MPs) for a total of 15 miscellaneous MPs out of one site. You can also pull a techno item or two, since they're playable at Shadow-holds, as well as some Great Bats and A Few Recruits. In the meantime, Big Red amasses a large contingent of fellas from the sideboard (Bolg as well, usually), and brings in the Orcs of Moria and Stinker. If you have time, head over to the Under-Leas with a Darkness Wielded as protection for the Ancient Black Cheeze. Interestingly enough, you can have both Shagrat and Ugluk Await the Call at the Worthy Hills, and even if you put an I'll Report You on him, he can still controll Ugluk. Another nice thing is that Awaiting the Call does not reduce the character's mind for the purposes of Heedless, and that Webs of Fear and Treachery actually cancels both Foolish Words and I'll Report You, while hosing most minion influence schemes (since they don't have wizards with 10 DI...).