

# THRANDUIL-SPIDERS

40avatar

<b>C</b>	8	Thranduil's Halls	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard, 40 cards in H. deck, 15 cards in sideboard, 14 characters in deck 10 starting cards 144 total cards DC: 33res + 19haz + 18char = 70 16.5 creatures
<b>I</b>	2	Mirkwood	
<b>F</b>	13	vs. Mouth	
<b>A</b>	1	Wilderland	
<b>M</b>	3	factions & T Destroy	
<b>K</b>	5	Spiders & Leaders	

## Deck Outline

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Elf-king of Mirkwood

White Council

Fellowship

History

### OVERVIEW

Thranduil II's kingdom is in Mirkwood. Once it was Greenwood the Great. A shadow has taken hold in Amon Lanc or Dol Guldur. Orcs and spiders have been moving steadily north to the Forest River, near the elf-king's halls. The men of Esgaroth are weary of Smaug's dominion and are weaken. A new leader must unite these men for the coming war. Yes, war will happen again. This is known from the build-up of armies to the east and of the trains moving to Angmar. Thranduil will send out his elves and gather the men to weaken the strength of the vanguard sent from Dol Guldur.

His son, Legolas, will hunt orcs and spiders of Mirkwood. He will also attack the minions of The Mouth of Sauron. He will go almost anywhere to fight the orcs. Thranduil will gather factions and find lost items of power. The elves keen knowledge of the forest will aid in their hunting and travels. Many agents are loose in Mirkwood, and you need to be watchful of them.

Changes to this deck reflect a greater attempt for a flavorful resource strategy. Thranduil has just a few regions to use. I made the deck more at home for the elf-king.

Waybread was removed in favor of better means to heal. Elven Rope was added to use Elven Bridge. The sideboard has three fewer resources. Many Foes He Fought was removed only because it is used 9x in three other decks. Well Aimed x3 replaces the event. However, there are only four elves in the deck to fully use that event.

+

Lesser Minds Daunted x2 replaced with Elven Bridge x3. There are few Diplomats in this deck. Besides, did the elves play nice with Thorin & Company? Hey Come Merry Dol was replaced by Healing Song. HCMD is used by Guild of Elements. Healing Song now sees play. Using Healing Song and more of Refuge can limit movement to multiple Wilderness or at least avoiding Woodland Realm watched by dragons. Face Out of Sight was moved to Valdacli deck replaced by Here is a Snake. Hias was taken from Lady Galadriel's deck after it was updated. She now gets Hidden Knife to wound agents. Face Out of Sight hurts Radagast's grey agents. Here is a Snake will help in a limited way this player to plan the next turn's movement. Now MWWH can be more useful. The King's Hunting was added to give MP to Clean the Greenwood and to fetch Block.

+

Hazards had some changes. Both Spawn events were removed – given to Smaug. Wisp of Pale Sheen added to tap a 5 mind Orc not-named Mauhur. Wrath of the West removed for Pit Trap and Devouring Wyrms. Another copy of Elven Custody added. Gloom removed for Nature's Revenge. He needs to protect Mirkwood from fallen-Lords.

+

Gloom, Das Pack Vor Der Tür, and Wake of War replaced by Taint of Deep Lore and five character hazards to weaken the leaders so the spiders to munch on the maggots.

**RESOURCES** (40/25)

2	1	1	Valiant Sword
2	1	1	<i>Great Bow of Yew</i>
		1	<b>Ungolcris</b>
		1	Arrows shorn of ebony
		1	Elf-stone
*			Elven Rope
*	1		<i>Bow of Yew</i>
*			Horn of Anor
2	1	1	<b>Quickbeam</b>
1	2	1	<i>Beasts of the Wood-11</i>
1	2	1	<i>A Panoply of Wings-11</i>
1	2	1	<i>WildHounds-11</i>
2	1	1	<i>Great Falcons of Mirkwood</i>
1	1	1	<b>Wood-elves-9</b>
1	1	1	<i>Raft Elves-7</i>
3	3	1	<i>Elves of Taur Romen</i>
2	1	1	<b>Men of Lake-town-8</b>
		1	<i>Towers Destroyed</i>
2	2	1	<i>Clean the Greenwood</i>
1	1	1	When You Know More

12/6

1		Block	W
3		<i>Well-Aimed</i>	
1		Many Turns and Doublings& R	
3		Sated Beast	
3		A Friend or Three	
3		Marvels Told	Sa, rit
2		Master of Wood, Water, Hill	Sa, rit
3		<i>Healing Song</i>	song
3		<i>Elven Bridge</i>	se
3		FT Borderland	move-o
1		Elf-path&	move-o
1		Refuge&	
2		Gates of Morning	
3		<i>Greenwood the Great</i>	info
3		Smoke Rings	
2	1	Long Bottom Leaf	
3		Here is a Snake	agent
1		<i>The Doom of Choice</i>	muster
1		<i>Ancient Foes</i>	muster
*		<i>Warden of the W. Realm</i>	sp2*
1		<i>The King's Hunting*</i>	sp2*
1		<i>The Trees Have Ears*</i>	sp1*
1		<i>Lord of Wood and Beast</i>	sp2
*		<i>Trusted Counselor</i>	sp1
1		<i>Prince of Mirkwood</i>	sp2
x	x	<i>Thranduil's Halls</i>	sp1

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**HAZARDS (40/15)****17/2**

3	King Spider	spider	1	1	8	x	rl	WW, SL
3	Giant Spiders	spider	1	2	10	x		WW
3	Lesser Spiders	spider	1	4	7	x	rl	W, SL
3	Shelob's Brood	spider	1	4	8	x		
3	Thranduil's Folk	elf*	2*	all	10	6		
2	Galadhrim	elf*	2*	3	11	7		ex1
<del>1</del>	<del>Elf lord Revealed in Wrath</del>	<del>elf*</del>	<del>3*</del>	<del>1</del>	<del>15</del>	<del>9</del>		
1	Wisp of Pale Sheen							
1	Bairanax Ahunt	hunt						

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2	Twilight	S-env						
1	Cruel Claw Perceived	P.avatar						o1
1	Burdensome Commands	P.char						ex2
1	Failed Leadership	P.char-leader						o1
1	Forgot His Orders	S.char-leader						o1
1	Brutal Commands	P.char-leader						ex1
1	Foolish Words	P.char-						
3	Spiders Huge and Horrible	P.corruption,disease-spider						
3	Taint of Deep Lore	P.corruption-Sage						
3	Black Vapor	S.enhance-spider						
2	Full of Froth and Rage	P.attack-spiders&animals						
3	Flies and Spiders	P.prisoner-spider						
2	The Reek	S.						ex1
3	Nature's Revenge	P.site-make site a R, new AA-animal						o2
3	Elven Custody	P.prisoner						ex2
2	Pit Trap	P.site-attack						
1	Devouring Wyrms	P.war-move						
3	An Unexpected Outpost	S.cycle						

**SITES**

<b>WR</b>	Thranduil's Halls		x	WoodElves
<b>w</b>	<b>Refuge</b>	heal	x	A Panoply of Wings
<b>AV</b>	Beorn's House		x	
<b>AV</b>	Eagle's Eyrie		x	
<b>WF</b>	Cerin Amroth		x	
<b>WF</b>	Lorien	haven/spec	x	
<b>Fa</b>	Wellinghall		x	Quickbeam
<b>WR</b>	Celebannon	m	x	Raft Elves
<b>SM</b>	Ceber Fanuin	Info	elves	When You Know More <i>hidden</i>
<b>SM</b>	Rhosgobel	heal	x	Clean the Greenwood
<b>SR</b>	Gyogorasag Sanctuary	heal	x	
<b>TR</b>	Rhubar			Elves of Taur Romen
<b>AV</b>	Mathlaburg	Info, m	men	x
<b>WM</b>	Woodmen Town		x	Beasts of the Wood
<b>NR</b>	Lake-town			Men of Laketown
<b>NR</b>	Dale			
<b>SR</b>	Strayhold	Info, m, M	men	x
<b>AV</b>	Framsburg	m		x
<b>AV</b>	Carrock	Info, m	animals	x
<b>AV</b>	Gladden Fields	ring	maia	x
<b>GN</b>	Gondmaeglom	m, M, ring	Scatha	Arrows Shorn of Ebony
<b>GN</b>	Ovir Hollow	m, M	Bairnax	Valiant Sword
<b>WM</b>	Caras Amarth	m, M, ring	Traps.2e10	Wild Hounds
<b>HM</b>	Cor Angaladh	m, M, ring	undead	Great Bow of Yew
<b>HM</b>	Mountains of Mirkwood	Info, m	spiders	Great Falcons
<b>HM</b>	Sarn Gornwing	m, M	orc	Clean the Greenwood
<b>SM</b>	Dol Guldur	Info, m, M, G	orc/troll/spider	Towers Destroyed
<b>IM</b>	Shelob's Lair	m, M	orc.2w8	ungolcrist

**CHARACTERS-10** 13-6-6-4-3

4	Thranduil II	9/5/7/9+	W/R/Sa	Sd	Thranduil's Halls	+3DI.Elf, Leader
3	Bladeorthin	8/2/7/7*	W/Sc/R	Sd	Th, Edhellond	+1DI.Elves; +1P.o+u
2	Aramacar	5/1/5/9+	W/Sc	Sd	Rhûbar	+3DI.Taur Romen
1	Heladil	3/0/3/8+	W/Sc	Sd	Thranduil's Halls	+2P.spider
1	<i>Mallorn</i>	3/0/2/9*	W/Sc	na	Lorien, elf-hold W	
1	<i>Wood-elf</i>	3/0/3/8*+	W/R	sv	Rhubar, elf-hold W	t.Animal/Plant
1	<i>Wood-elf</i>	3/0/3/8	W/R	sv	Rhubar, elf-hold W	t.Animal/Plant
1	<i>Wood-elf</i>	3/0/3/8	W/R	sv	Rhubar, elf-hold W	t.Animal/Plant
2	Arhendhil	5/1/3/9+	R/Sa	Sd	Thranduil's Halls	+1DI.Elf,+4DI.Legalos
1	<i>Shipwright</i>	3/0/3/7*	W/Sa	sd	Grey Havens, elf-hold port	
1	Greenleaf	4/0/4/8+	W/Sc	Sd	Thranduil's Halls	
2	Legolas	6/2/5/8	W/D	Sd	Thranduil's Halls	+2DI.Wood elves
1	Ohtar	4/1/4/8+	W/D	Sd	TH, Celebannen	+3DI.raft
1	<i>Emissary</i>	3/1/2/8*+	W/D	no	Rivendell	+2DI.hero factions
1	Galion	3/0/2/8	Sc	Sv	Thranduil's Halls	t.Winyards
1	Lardin Aril	4/1/2/8+	Sa	Sd	Hau Nysrin, Lorien	

*starting company:* at Thranduil's Halls

2	Bladorthin	8/2/7/7	W/Sc/R	Trusted
1	<i>Mallorn</i>	3/0/2/9	W/Sc	bow
1	<i>Wood-elf</i>	3/0/3/8	W/R	rope
1	<i>Emissary</i>	3/1/3/7	W/D	horn
1	<i>Shipwright</i>	3/0/3/7	W/Sa	

12/19 (17+2) GI Hand-8,9 Mind-32

**#1 Brotherhood of the Sword**

Thranduil	9/8/7/9	W/R/Sa	1	Sd9	Hunting
<i>Wood-elf</i>	3/0/3/8	W/R	1	Sd3	bow of yew
Heladil	3/0/5/9	W/Sc	2	Sd3	valiant

**#2 Brotherhood of the Bow**

Arhendhil	3/8/3/9	R/Sa	1	Sd5	rope, Trusted
Galion	3/0/2/8	Sc	1	Sv3	bow of yew
Greenleaf	4/0/6/8	W/Sc/R	2	Sd4	great bow

**#3 Oath-makers**

Aramacar	5/1/7/9	W/Sc	2	Sd5	ungolcrist
Lardin Aril	4/3/2/8	Sa	1	No4	elfstone, More
<i>Emissary</i>	3/1/3/7	W/D	1	no4	horn [ +3DI.factions ]

## OBJECTIVE

Thranduil of Mirkwood has two missions – play factions and harass minions in Mirkwood. His strategy is a most straight-forward deck. He will play items to boost his characters and play the factions to be used later in the wars. In the meantime, he will be playing two mission cards to cleanse Mirkwood of its blot. Dragons from the north and orcs from Sarn Gorniwing will be driven from the realm. This avatar will be the most combative of the Elf-Lords, which will make him a target so he will most likely stay in Woodland Realm and adjacent regions. Most of his movement is either in Mirkwood or adjacent regions, except to playing an Ent ally.

### Top 5 Major Goals

1. Play 4 of the unique factions
2. Rotate once Towers Destroyed
3. Store one Greenwood the Great
4. Get Ungolcris in play
5. Visit Dol Guldur to complete rotating Towers Destroyed

## THRANDUIL OF MIRKWOOD

This Elf-Lord has decided to regain forest lost to the dominations of wickedness. Thranduil will venture away from his home to combat the evil. Valiant Sword will be his weapon that adds +2 prowess and +1 body when moving or 9/9 stats. He is a Sage and a leader, which he may have to tap to play sage resources. His 8 DI against elves will allow him to control up to three of his kin, which will allow a strike-team to assault deep into Mirkwood. His death will mean that Bladeorthis will become the elf-lord.

Thranduil's mobility will be limited, so stay within a region of Woodland Realm except for playing Clean the Greenwood or to kill dragons. This will allow the play of Elf-Path and secure movement. He will most likely aid other heroes in Mirkwood and attempt to kill dragon Ahunts with two Bow of Yews, Arrows Shorn of Ebony, and Well Aimed. This set-up will reduce the first strike's prowess by 3 and body by 4.

He can tap to cancel an attack against his company keyed to a region of Mirkwood or site therein; or untap Wardens of the Woodland Realm. These abilities aid in either avoiding wounds or faster healing.

The King's Hunting is the only stage resource with corruption to be played on the avatar. A single corruption point allows tapping the event to fetch a Warrior resource or a non-unique elf. Block will help the avatar and Legolas stay untap so to face further attacks later in the turn. Shuffle this card into the first deck if Block is in the discard pile.

## CHARACTERS

Only elves are in his deck. The five skills are well displayed except Diplomat. There will be four mini-companies. However, two will mostly be joined into one company at various parts of the game. There are six non-unique elves in the deck. Eight elves have three mind. Most of the elves can be played at Thranduil's Halls and all but two in Wilderland. These two will start play. Many characters will be discarded or played in this deck. Only four elves have the race needed to maximize the use of Well Aimed.

Thranduil of Mirkwood is a more aggressive elf-lord. His DI is low at 17 with 8 DI against elves. He is a Sinda and a leader. He has +2 DI against the Wood-elves that may be useful when having followers. He has great power at his home site giving him +1 to hand size. His special ability is to tap canceling at attack against his company keyed to Mirkwood, site therein, or untap

Wardens of the Woodland Realm. He will move often in Mirkwood using his 7 prowess. His three skills are useful either moving or squatting: Warrior-Ranger-Sage.

The wife is Arhendhil who is a healthy Sinda Ranger/Sage with 9 body, but three prowess. She is 5-mind and has 1 DI. But has +2 DI against Wood-elves, +1 DI against elves, and +4 DI against Legolas and Thranduil. This will let her control her son. Her special ability is tapping once per turn to give +1 to any corruption check by Legolas or Thranduil if in her company.

Aramacar has been recruited to slay the beasts of Mirkwood for he fears they will travel to Rhubar. He is a stoutly 5-mind Sinda of 5 prowess and 9 body. As a Warrior he will fight. He is also a Scout. He does not start the game, so he must be played at his home site. He hates orcs and undead (+1 prowess). He has +3 DI against Elves of Taur Romen that will be useful using his single DI.

Bladeorthin is a relative of Thranduil. He will start the game, but soon be discarded to keep him alive with his 7 body even though his prowess is 7. As a Warrior-Scout-Ranger he will support those weaker elves during movement. Only 3 DI against elves does he have to control characters. But he has +1 prowess against orcs and undead. So attack those sites early in the game. He can be used in Thranduil's place if that elf-lord is eliminated. Note your GI will be reduced by three from having Thranduil as your avatar. This character will also be in Cirdan's deck due to the elf having Edhellond as a home site. The purpose in the Shipwright's deck is for replacing eliminated of two in the list: Cirdor, Galdor, Tharudan.

Legolas will be in full form for this deck. His Diplomat skill is not useful, but his 2 DI and +2 DI against Wood-elves will be needed. His 5 prowess is needed to insult captive dwarves. His six mind might be an issue when playing under direct influence, but use his mother to play him.

Ohtar is a worthy Sinda from Celebannen, but has a home site of Thranduil's Halls too. His 4-mind is expensive and his Diplomat skill will be needed to influence factions. A +3 DI against Raft-elves will be essential. A four prowess is pleasant to see from this trade-master. His special ability uses Lock Nor Bar May Hinder, which is absent from the deck.

Lardin Aril's 4 mind is expensive just for his Sage skill. His home site of Lorien is near enough to get him back to Thranduil's Halls to site there playing Marvels Told. His 2 prowess and 8 body should keep him from moving. He can play Ancient Skill and Wisdom or Counterfeit on himself to make him a Man. These two abilities will not be used in the deck.

Heladil is a 3-mind Sinda. Stats of 3 prowess and 8 body are normal with his Warrior-Scout skills. A hatred of spiders gives him +2 prowess against them, which makes him a candidate for Ungolcris. His special abilities are +1 DI against Wood-elves and healing when discarding Greenwood the Great. This might be useful, but not thematically correct when he visits Mordor. His home site is any Refuge in Mirkwood.

Galion is another 3-mind elf, but is a Silvan. Just a Scout with 2 prowess and 8 body is a bit much for a character. Use him to take big strikes and tap using his special ability to shuffle Old Winyards from the discard pile.

Mallorn-Dweller will provide Scout skills and a high 9 body. His special ability is tapping to cancel an attack against his company keyed to single Wilderness. Only the starting company is expected to have multiples in play at one time. His elf-hold Wilderland home site is convenient for healing and discarding.

Three copies of Wood-elf are half of the Rangers. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack. This will help when visiting a site if Galadriel has played Nature's Revenge there.

Emissary of the House will use his Diplomat skill to influence factions. His seven body is a concern. He has 1 DI and +1 DI against hero factions. Rivendell is within one movement.

Shipwright is there as a Sage. Only three other Sages are in the deck. He starts the game with his low 7 body. Keep him in play until Lardin Aril is ready to be found at Lorien.

## COMPANIES

The starting company will be Bladeorthin, Mallorn, Emissary, Wood-elf and Shipwright. This company will play as many of the resources as possible before your avatar and Legolas are played. It is fine to attack a minion company with this company, and thus slow down your resource gathering. Bladeorthin will start with Trusted Counselor to free up GI. Emissary has +4 DI against hero factions with Horn of Anor. All of your unique characters can be played very close to Woodland Realm. They will start the game at Thranduil's Halls. You will have two main companies using 12 of your 17 points of GI. This is the limit of having free GI. Lord of Wood and Beast grants +2 GI. Starting items include Horn of Anor, Elven Rope, and Bow of Yew. Warden of the Woodland Realm is the other stage card to start.

2 Bladeorthin	8/2/7/7	W/Sc/R	Trusted
1 Mallorn	3/0/2/9	W/Sc	bow
1 Wood-elf	3/0/3/8	W/R	rope
1 Emissary	3/1/3/7	W/D	horn
1 Shipwright	3/0/3/7	W/Sa	

Brotherhood of the Sword will kill dragons and attack the orcs. This company has two rangers and one sage. Heladil wields Valiant Sword for 5 prowess and 9 body. Wood-elf can tap to cancel an Animal or Plant attack. Wood-elf has Bow of Yew to shuffle Well Aimed. Valiant Sword in the hands of Thranduil will make him lethal against dragons. Only a stage event is played on the avatar to limit corruption. Legolas as Prince of Mirkwood will join his father's company in the second deck. These three can join the next company to play large mission events.

<b>#1 Brotherhood of the Sword</b>					
Thranduil	9/8/7/9	W/R/Sa	1	Sd9	Hunting
Wood-elf	3/0/3/8	W/R	1	Sd3	bow of yew
Heladil	3/0/5/9	W/Sc	2	Sd3	valiant

Brotherhood of the Sword will play the mission cards and items. Arhendhil will control Galion and Greenleaf. She is a Trusted Counselor with 4 DI against Elves and 4 DI against Legolas. Legolas can stay untapped with Great Bow of Yew preserving his 6 prowess. Galion has Bow of Yew and can shuffle Well Aimed. This company also has two Rangers and one Sage. Reserve elves include Wood-elf and Galion. Getting Trusted Counsellor on her will take time during the second deck.

<b>#2 Brotherhood of the Bow</b>					
Arhendhil	3/8/3/9	R/Sa	0	Sd5	Trusted
Galion	3/0/2/8	W/Sc	1	Sv3	bow of yew
Greenleaf	4/0/6/8	W/Sc/R	2	Sd4	great bow

The Oath-Makers will play the factions and easy items. Aramacar is a Scout with a good 7 prowess and high body of 9. He will carry Ungolcrist. Aramacar is under general influencing allowing him to shuffle between companies. Lardin Aril will have has Elf-stone and When You Know More to boost up influence attempts and controls Emissary. Emissary will have horn of armor to get +4 against hero factions.

<b>#3 Oath-makers</b>						
Aramacar	5/1/7/9	W/Sc	2	Sd5	ungolcrist	
Lardin Aril	4/3/2/8	Sa	1	No4	elfstone, More	
<i>Emissary</i>	3/1/3/7	W/D	1	no4	horn	[+4DI.factions]

This can be the companies in the second deck when Prince of Mirkwood is played on Legolas.

12/19 (17+2) GI	Hand-8,9	Mind-37				
<b>#1 Brotherhood of the Sword</b>						
Thranduil	9/8/7/9	W/R/Sa	1	Sd9	bow of yew	
<i>Wood-elf</i>	3/0/5/9	W/R	2	Sd3	valiant	
Heladil	3/0/3/8	W/Sc	1	Sd3	bow of yew	
Legalos	2/2/7/8	W/D	2	Sd6	great bow	
<b>#2 Brotherhood of the Bow</b>						
Arhendhil	3/8/3/9	R/Sa	0	Sd5	Trusted	
Ohtar	4/1/4/8	W/D	0	Sd4		
<i>Wood-elf</i>	3/0/3/8	W/R	0	Sd3		
<b>#3 Oath-makers</b>						
Aramacar	5/1/7/9	W/Sc	2	Sd5	ungolcrist	
Lardin Aril	4/3/2/8	Sa	1	No4	elfstone, More	
<i>Emissary</i>	3/1/3/7	W/D	1	no4	horn	[+3DI.factions]

## ITEMS

There are not many items in your deck (9) for a strategy to influence almost just as many factions. Excessive amount of hoard items was purposely avoided. None require movement to dangerous sites or regions, except for the hoard major item and Ungolcrist.

Valiant Sword provides for two corruption points +2 prowess to max. 9 and +1 body to max. 9. Most of your elves are Warriors who will benefit fully from this weapon. The bow of yew will help in killing creatures. Bow of Yew will lower body and prowess of any attack if bearer is an elf warrior. Well Aimed is present due to this weapon in the deck. So does Arrows Shorn of Ebony, which is used to kill Dragon ahunts. Great Bow of Yew will help Legolas stay untapped. A warrior gains +2 prowess to a maximum of 9 if borne by a Nando or Silvan elf. Tap this weapon to allow bearer to remain untapped against a strike from an attack keyed to a region and does not choose defending characters.

Ungolcrist is in the mix to kill spiders especially Shelob. It will be dangerous to play at Shelob' Lair. It carries two corruption points and normally +2 prowess to maximum 8. Aramacar will carry it in Mirkwood. Against spiders it will be +4 prowess and -3 body to spiders if bearer is a Warrior. Aramacar will have 8 prowess and Heladil will have 9 prowess. But bearer makes a corruption check by +1 when his company faces a spider attack, and he must be assigned the first strike from such an attack. He makes a -1 modified corruption check if a spider attack is

cancelled against his company. Store this item near the end of the second deck.

Elf-stone and Horn of Anor provide influence support for characters and/or factions.

~~Old Winyards is a special item playable at a tap or untapped Border hold. Sites can be Druadan Forest, Dunharrow or Shrel-kain. Galion can tap to get this item shuffled. Discard the item to allow any minor item to be played including a hoard minor item. This can be done at a site in Anduin Vales, Wold & Foothills or Refuge. Elven Rope is to be used with Elven Bridge.~~

## FACTIONS

You have 8 factions to play. Races of these factions are: animals, elves, and men. Those factions will likely require resource events for a chance to put in your pile. A Friend or Three will provide +2 to +4 to your attempts. Be warned that you have only three Diplomats, which is why New Friendship is not used. Emissary with the help of When You Know More will have a base +7 to faction influence. Others will have a base +4. All but one of the factions are in the play deck. Each of the four animal factions are dual factions. Refuge can be used as a site to play some of these factions. The non-unique animal factions can be played at tapped sites other than havens and dark-holds.

The Beasts of the Wood will aid with canceling attacks in Mirkwood. An attempt of 12 is needed. Its home site is in Mirkwood, Fangorn, and Cardolan. Refuge is an option.

Great Falcons of Mirkwood are useful but require a dangerous site for playing. It may be tapped to cancel an attack by a non-unique keyed to a region of Mirkwood (by name or single region type), but first needs an attempt of 10. It is played at Mountains of Mirkwood. That means you have two factions capable of canceling attacks on your elves during the move phase.

A Panoply of Wings needs an attempt of 12. It is played in a Wilderness also a non-shadow-hold. Refuge is possible. This faction can be discarded Information to be played at its home site. Discarding is not expected unless in dire need. This need can be existing to play When You Know More at Refuge instead of trekking through webs of Southern Mirkwood. Greenwood the Great is such a card to need this faction.

Wild Hounds also need an attempt of 12. Its home site is a tapped Ruins/Lairs in a Wilderness. It can be discarded to cancel an AA at a Ruins or Lairs or attack keyed to Wilderness or Ruins or Lairs. Do this if in dire need, but also think about it before the first exhaustion.

The man faction is played in Northern Rhovanion, which is home to Smaug the Golden. It needs an attempt of 9 (Men +2, Dwarf -1).

Play the Wood-elves during the second deck. It needs an attempt of 9 (elf +1). Thranduil of Mirkwood should influence this faction.

Raft Elves is the other unique faction that needs an attempt of 10 (elf +2, Wood-elves +2, Men of Laketown +1).

Elves of Taur Romen is the third elf faction. It needs an attempt of 12 (elf +2). This faction taps to allow Galadhrim to be keyed to any Refuge site or its Wilderness region.

Lardin Aril and Emissary may move as a two-elf company when influencing. The attempts needing to influence the factions except Wood-elves include: 8, 9, 10, 10, 12, 12, 12. Each A Friend or Three is needed to influence the three Animal factions to auto the attempt. Two other attempts will be automatic with Emissary, Horn of Arnor, and When You Know More.

## ALLIES

An Ent is useful to you in union with Trees Have Ears. This will be Quickbeam – the hasty ent. He will be played by Arhendhil for greater effect of Trees Have Ears. You can move to Wellinghall in one turn from Woodland Realm. This Ent has strong 6/9 stats.

## MISSIONS: GREENWOOD THE GREAT

There are three missions to make Mirkwood safer. Tower Destroyed is the first mission; it needs to be tokened once for Clean the Greenwood. You are not planning to token Tower Destroyed twice - just once for Clean the Greenwood requirements. Once you play Towers Destroyed at Thranduil's Halls the Enemy will know you are coming to Dol Guldur. You will travel to Dol Guldur before the others visit. Then quickly play Clean the Greenwood for its attack-reducing effect. Token Towers Destroyed during the third playdeck is possible if you have nothing else to do, and it appears possible to survive.

At Dol Guldur the company faces the first attack during the site phase of Orcs: 3s8p. The second token attack are Trolls: 2s9p. Third, Nazgul: 1s15p. Fourth, Fallen-maia: 1s20p. Then an avatar or warrior must tap afterwards.

Clean the Greenwood will be tried to be played at a Free-hold, such as Rhosgobel or a Refuge, for fast storing. It is a trophy. Its two attacks are tough, cannot be cancelled, and selected by opponent, but you can defeat them. So you will need more elves. The other copy of Clean the Greenwood will be played once drawn in the second playdeck. If stored, orc, troll, and fallen-maia attacks against hero companies at or moving to Mirkwood have prowess and strikes reduced by one. Be aware that the reduction effect of Clean the Greenwood affects future copies of itself and Towers Destroyed. Sarn Goriwing is an optional site.

When You Know More is a zero corruption source to grant +2 to your influence attempts. It is a Light Enchantment playable only on a Sage. This event is crucial to influence the Animal factions.

Greenwood the Great is not exactly a mission card, but it is Information. It is played on a character after the play of a faction in Mirkwood. Later, this card can be discarded to fetch a character or resource from the discard pile only playable in Mirkwood. Else discard this card when in combat in Mirkwood to untap all unwounded characters in the company and give them +1 prowess that turn. Use the first ability during the first two decks for fetching an elf faction, Heladil, or a Legolas manifestation. The third deck will be for combat.

## MIRKWOOD AND HAVENS

Almost all of your movement will be in or adjacent to Woodland Realm. There are three skill resources types: W-R-Sa = skills of the avatar. Movement will be 80% Wilderness. Anduin Vales and Dorwinion are the only Border-lands that needs to be faired for playing the ent ally or a faction. Shadow-lands is only found in the Narrows and Imlad Morgul. Southern Mirkwood is a Dark-Domain. Many resource events provide means to limit damaged from hazards if the hazards are known. Use Here is a Snake to peek at the hand, but only during the MOVE phase. However, this knowledge can be useful the next turn.

**Master of Wood, Water and Hill** with **FT in Borderlands** can lower the HL by 2 when moving from Woodland Realm to Northern Rhovanion or elsewhere in Mirkwood. A Sage must tap for the Ritual, but Marvels Told is the only other Ritual in the deck. You should use MWWH at least have the times it is drawn. FT in Borderlands should be 4/9.

Events such as **Elf-Path** costs an elf to tap limits creatures keyed to sites when moving one or two regions none a Shadow-land or Dark-Domain. This can avoid territory creatures in Anduin Vales or in Mirkwood. Fog can increase this to the Narrows. This resource can be fetched by a stage resource. It should be used at least 3x in the game.

**Elven Bridge** is another long-eared foot traffic option. The company must have an Elf bearing Elven Rope. No tapping is done. A region other than a Coastal Sea or Dark-Domain or region with multiple symbols is not in the site path for the purpose of playing hazards and interpreting hazard events. This can avoid dragons affecting Woodland Realm. Fog can increase this to

Southern Mirkwood, which is played by Lady Galadriel.

You can also reduce the hazard limit using **Many Turns or Doublings** by canceling attacks. A stage resource fetches this event. Two Ruins you expect to visit has one of these types. However, you expect to visit the Narrows, which is a Shadow-land and a Shadow-hold.

Your animal factions can also cancel attacks. **Marvels Told** is an option for a Sage to remove hazard events transforming Wilderland into a Land of Gloom.

**Block** is ideal for all the Warriors in the deck. The target does not tap against a strike unless wounded. Use this on a character that needs to tap later in the turn. The resource can be fetched every turn by a stage resource.

**Well Aimed** is a resource for string musicians. The resource is played on a character able to use a bow and has a bow when another character is facing a strike (not detainment, non-combat, or in CvCC). A roll is made adding the target's prowess (+3 if Nando or Silvan) and the normal MP of the bow. A result higher the strike's prowess modifies the strike/body by -3 total. Then the resource can be shuffled if the target is a Nando or Silvan. The issue for this player is only four characters fit those races. Wood-elf will give +6 and Galion +5 to the rolls. Greenleaf will give +6. Three copies of the resource will keep one card in the deck for play again.

Dragons will be common over the canopy. **Sated Beasts** will remove a Dragon Ahunt hazard. Doors of Night decreases the number of strikes from a Dragon or Drake attack by one. This can make Scatha a Hunt three instead of four strikes. Additionally, the event will allow an At Home Dragon manifestation attack to be faced if the Lair is entered.

Low prowess characters will eventually be wounded with many fighting and avoidance resources. **Healing Song** is a Song playable on an Elf if an entity is wounded in the company. Target Elf makes a corruption check modified by Environments in play. Next turn, heal one Elf in the company at the start of the phase that it was played. Nando and Silvan targets can heal any character or ally. Play this on a non-unique elf in case the corruption discards. Three copies are in the deck showing how often your Elves will be wounded.

**Refuge** is played by discarding an elf from hand at the end of the organization phase. The last region must be a Wilderness. This resource becomes a free-hold and provides healing as a haven. It can be fetched by Warden of the Woodland Realm. Of 15 elves in the deck nine will be in play at one time. A character should be drawn every two turns during the second deck. A stage resource will fetch non-unique elves to have this card played. You may have to use a Game Point to select Elven Hand-maid. Refuge is important to provide untap sites in Mirkwood to play factions including A Panoply of Wings and Beasts of the Wood. Clean the Greenwood can also be played at a Refuge. This event is great to avoid Woodland Realm with prowling dragons. Try to use Refuge and MWWH in Dagorlad when moving to Shelob's Lair. Also, Refuge is an alternative healing site avoiding 1 SP from the Lordhaven.

## AGENTS

Here is a Snake will reveal an agent or show you potential hazards. There are three copies of it, which will help when moving to dangerous sites. Consider turning an agent face-up so Order to Kill can be used to possibly wound the agent. Then Caught and Found Guilty can be played by another player. You may want to move a large company first so to see the most hazards.

## GATES OF MORNING

You have two copies of Gates of Morning. Protect Gates with Twilight. You have some cards directly using Gates of Morning or indirectly.

Many Turns and Doublings will reduce a hazard limit by one. Since you're in dragon-country, Sated Beast will discard Ahunt events. This may prove deadly for minions going to play

the Roused dragon of an Ahunt dragon. Keep in mind the strike reducing effect of Sated Beast requires Doors of Night.

Fog will change region types allowing more use of these resources. Master of Wood, Water, Hill can then have Southern Mirkwood be a Wilderness. Elven Bridge and Elf-path have expanded region names.

## STAGE RESOURCES

You have six stage resources. At most this avatar will have 11 SP. During the White Council it will be low as 6 SP.

**Trusted Counselor** will provide for GI and grant DI to the bearer. This event is expected to always be in play. Discard it if so many characters are eliminating freeing general influence.

**Prince of Mirkwood** is useful for Legolas. It has a nice fetching bonus. These two stage resources and Thranduil's Halls have a total of 5 SP.

**Wardens of the Woodland Realm** allow you to tap and cancel attacks in Mirkwood if you discard a creature playable there. Only Thranduil's Folk is in your deck. It has a nice fetching ability too. Discard this stage resource when the White Council is called. Else you can tap this event to fetch Elf-Path or Refuge during the END-OF-TURN phase.

**The Trees Have Ears** is a great resource that allows you to know what is in your opponent's hand. This will grant full MP on ent allies, which is nice. But the ability you want is when an opponent's company moves through a region containing a site where avatar or one of your Ent allies is located or region adjacent, you may look at two random cards from his hand for each Wilderness in that company's site path. With Thranduil staying in Mirkwood and Quickbeam in the other company, you should be viewing many cards. Discard this stage resource during the White Council. The event is only good when you are facing the Wilderland Division. The Northern Waste Division only has Smaug the Golden next door. Peeking cards will allow you maximize Elf-path and Elven Bridge.

Your only stage resource that boosts your MP is **Lord of Wood and Beast**. This will give you four more faction MP: one for each animal faction with the three different factions placed with this stage resource. It carries 2 SP.

**The King's Hunting** is the only stage resource with corruption to be played on the avatar. A single corruption point allows tapping the event to fetch a Warrior resource or a non-unique elf. Also, Clean the Greenwood gives full MPs. Block will help the avatar and Legolas stay untap so to face further attacks later in the turn. Fetching a character can get you a Silvan elf in play using Bow of Yew. You might want to discard this event on Turn 22 or later to be rid of the 2 SP.

## DRAGONS

Scatha (4-13/8), Bairanax (3-12/6), and Leucaruth (3-14/7) all are playable in Woodland Realm if Doors of Night is in play. Scatha Ahunt does not need Doors of Night. Only Bairanax of these three dragon Ahunts chooses defending characters. This means that Well Aimed, Bow of Yew, and Arrows Shorn of Ebony need to be used.

The arrows modifies the first strike's body by -2. Now the attacks against one character become: Scatha-1-16/6, Bairanax 1-14/4, Leucaruth 1-16/5.

Below is the strike sequence if three elves are in his company, that tap to support, two Bow of Yews are tapped, and Arrows Shorn of Ebony are discarded. Assume Doors of Night is in play and Sated Beast is played.

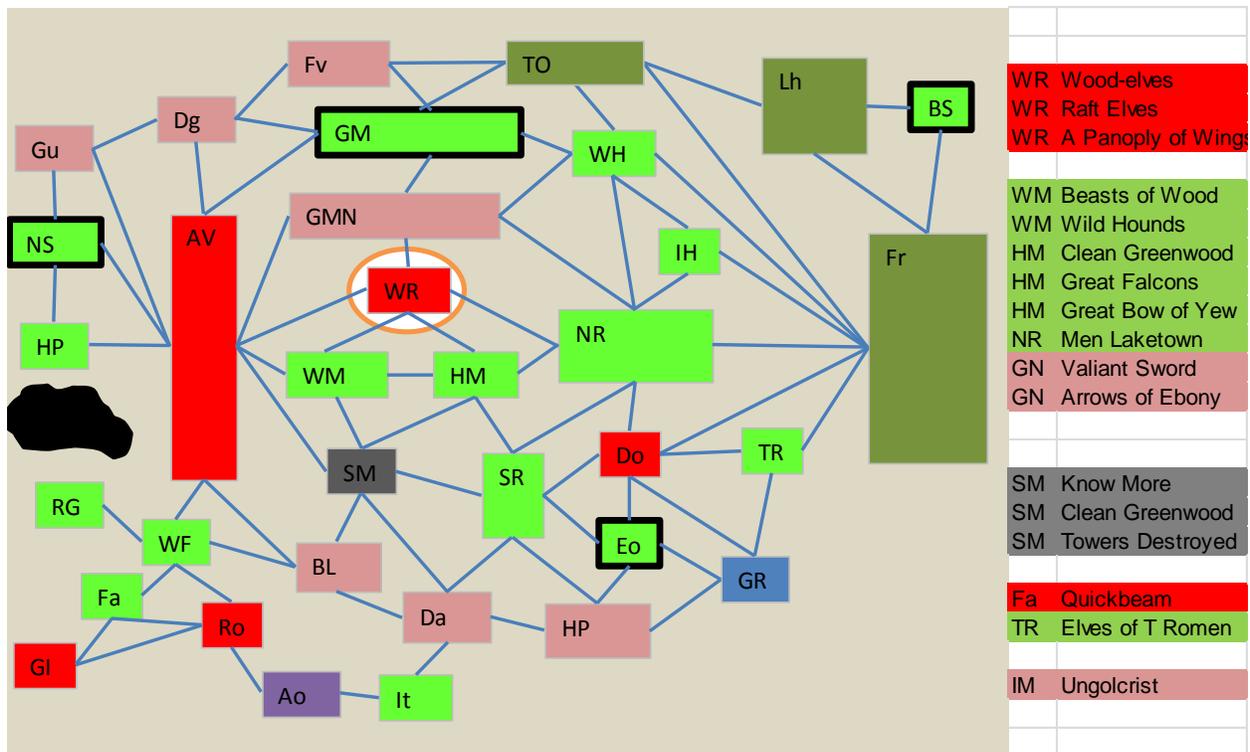
The rolls needed to fail the strike/body the strike are below:

Scatha (3-13/8)	3/5	9/x	11/x	1.8%
Bairnax (2-12/6)	2/3	8/x	10x	7.0%
Leucaruth (2-14/7)	4/4	10/x	12/x	0.4%

Strike 1	prowess	9, 7+valiant sword
<i>Thranduil</i>	taps	0
13p4b	Ebony	+1
12p2b	Yew	0, cannot be used if Ebony is used (Warrior 1 per strike)
<u>14p3b</u>	<u>Support</u>	<u>+1, Well aimed (6+roll)</u>
Strike 2	prowess	3
<i>Heladil</i>	taps	0
13p0b	Ebony	0
12p0b	Yew	+2, one tapping
<u>14p0b</u>	<u>Support</u>	<u>0</u>
Strike 3	prowess	3
<i>Woodelf</i>	taps	0
13p0b	Ebony	0
12p0b	Yew	0
<u>14p0b</u>	<u>Support</u>	<u>0</u>

Not very good results. So just avoid Dragons unless a character is alone.

Bairanax creature with Pits of Angband stored & Ebony Arrows = 1s10p3b



Mirkwood is surrounded by other players. Radagast, Galadriel, Dain, Vidugavia, and a wandering Dwarf-lord are near. Anduin Vales is purposefully avoided for resources. Seven of the 17 sites are shared, but only one has automatic-attacks. Lake-town is shared with three others. Radagast shares Woodmen-Town, Wellinghall, Rhosgobel, Lorien, and Dol Guldur. Galadriel is there too with some of those sites. Alatar and Dain use Rhubar but will not tap the site. Not much trouble will arise with shared sites and enhanced attacks.

Woodland Realm	F	Thranduil's Halls	thranduil	.	
Woodland Realm	F	Celebannon	thranduil	.	
Western Mirkwood	R	Caraas Amarth	thranduil		Traps
Western Mirkwood	B	Woodmen-Town	radagast, thranduil	.	
Heart of Mirkwood	R	Cor Angaladh	thranduil		Undead, /
Heart of Mirkwood	R	Mountains of Mirkwood	thranduil		Spiders
Heart of Mirkwood	S	Sam Goriwing	thranduil		Orcs
Grey Mountain Nar	L	Gondmaeglom	thranduil		Dragon
Grey Mountain Nar	L	Ovir Hollow	thranduil		Dragon
Wold & Foothills	H	Lorien	elrond, galadriel, radagast, thranduil, deneth.		
Northern Rhovanion	B	Lake-town	thranduil, thorin, dain, vidugavia	.	
Southern Mirkwood	F	Ceber Fanuin	thranduil		Elves
Southern Mirkwood	D	Dol Guldur	radagast, galadriel, thranduil		Orcs
Southern Mirkwood	F	Rhosgobel	radagast, thranduil	.	
Fangorn	F	Wellinghall	radagast, galadriel, thranduil, theoden	.	
Taur Romen	H	Rhûbar	alatar, thranduil, dain	.	
Imlad Morgul	S	Shelob's Lair	thranduil		Orcs

## SITES

Most of your sites are in Mirkwood. 16 sites will be visited that includes all types. Ten sites are in Mirkwood. Only Taur Romen, Wold & Foothills, Southern Mirkwood, Imlad Morgul, and Fangorn are more than two regions from Woodland Realm holding six sites. Two sites are in Grey Mountain Narrows. AA types include orcs x3, traps, elf, undead, dragon x2, and spiders.

One haven and six Free-holds are to be tapped. Woodland Realm has your two elf factions at elf-holds. Fangorn has your only ally. Taur Romen has another elf faction. Southern Mirkwood is where you will play Clean the Greenwood at Rhosgobel. Heal the next turn there. Ceber Fanuin with its elf attack has Information When You Know More. Do not worry since a minion must tap an elf to reveal the site.

Two Border-holds have factions Western Mirkwood has Woodmen Town to play Beasts of the Wood and Moving through Northern Rhovanion will be perilous, but that region has a Man faction.

Heart of Mirkwood has your two Ruins Cor Angaladh with undead to play Great Bow of Yew and Mountains of Mirkwood with the nesting Great Falcons above the spiders. Caras Amarth in Heart of Mirkwood has Wild Hounds.

Sarn Goriwing has Clean the Greatwood. However, both Lairs in Grey Mountain Narrows are available to you. Leave Sarn Goriwing untapped – allow Radagast to tap it. Both Lairs in Grey Mountain Narrows have your hoard items. Shelob's Lair is six regions from Woodland Realm. You will have to start in Rohan or Southern Mirkwood to reach that site in four regions. A character is found at Lorien.

Use Refuge in Woodland Realm to play A Panoply of Winds. Refuge's other use is to be adjacent to Southern Mirkwood before playing Towers Destroyed. Refuge can also be the site for Clean the Greenwood.

## HEROS

Radagast will be near you in Anduin Vales and Western Mirkwood. Protect him from minions. You might see Galadriel or Lord Thrain on rare occasions. Play Towers Destroyed near the end of your first deck. This is when Lady Galadriel will play Fate of the Ithel-stone, when Radagast will play Pass the Doors of Dol Guldur and Lord Thrain will head to Sulfur-deeps. All this commotion will distract the sentries of Dol Guldur.

The elf-king will guard Woodland Realm, Grey Mountain Narrows, Western and Heart of Mirkwood. Northern Rhovanion will be watched for vulnerable minions of a dragon while the dragon is away.

## FACTION WAR

With so many factions to play you may have to marshal them. There are two Red Dawn resources: Doom of Choice and Ancient Foes. The later resource will only benefit your elves fighting orcs. Only four of your factions will battle. Move these factions to Woodland Realm when The Mouth has the ability to move his factions. Raft-Elves are the weakest. Standing in that region allows defense from two of your factions. Battle with the Wood-elves if possible so to use their high 10 prowess and avoiding discarding by an agent. Only move to Anduin Vales if the Mouth moves his factions there, which will be odd for that minion player.

8	<a href="#">top</a>	Faction	MP	FN	FactionM	FactionM
ANIMAL		Beasts of the Wood	1	2	1	Light Calvary
ANIMAL		A Panoply of Wings	1	2	1	Light Infantry
ANIMAL		Wild Hounds	1	3	2	Light Calvary
ANIMAL		Great Falcons of Mirkwood	2	5	3	Light Infantry
MAN		Men of Lake-town	2	7	5	Light Infantry
ELF		Wood-elves	3	10	7	Heavy Infantry
ELF		Elves of Taur Romen	1	7	6	Light Infantry
ELF		Raft-Elves	1	5	4	Light Infantry

## MOUTH AND MINIONS

Your main opponent is the Mouth. He will have a large company of orcs terrorizing Mirkwood. Their mission is to make Mirkwood unwelcomed, including Woodland Realm. They want to prevent passage through Mirkwood. You cannot let this happen. You need to let Thorin pass from Lorien to Iron Hills. Expect a lot of fighting with the orcs.

You will see the Necromancer's minions in Southern Mirkwood and Khamûl's sorcerers attacking elves. Smaug the Golden may send some of his minions west into Mirkwood. Your northern border has the Grey Mountain Narrows. Bolg has assembled a great army of orcs. He has his sights on the Anduin Vales. He will be your threat from the West. Felagrog is not expected to bother the Elf-Lord.

## The ONE RING

Thranduil has no gold ring resources. However, the Enemy is looking for the One to the West of Mirkwood. It is Thranduil's responsibility to attack any minion with a gold ring item in Mirkwood. Protect any hobbits that cross into your Realm.

## MARSHALLING POINTS

- C=8 You have two elves of 2-MP and eight elves of 1-MP. There is the 3 MP elf, but he will be not be played unless Thranduil dies or most of your elves die.
- I=2 There are many items, but not many worth MP. You have two weapons that yield MP.
- F=13 Factions are the bulk of your MP. Your Elf factions are worth full MP. Your animal factions are each worth 2 MP from the play of Lord of Wood and Beast. Great Falcons of Mirkwood will not be placed under this resource; you might need them to battle. Men of Lake-town will be a contested faction with Smaug. This faction is a gamble.
- A=1 Quickbeam is your only ally.M=1
- M=3 When I Know More is a simple MP. Clean the Greenwood is not. This resource will mostly be played in the second playdeck. You need to store it for the bonus.
- K=5 This is not a small number. The number of combat and canceller resources should given these elves an edge to gain 1 Kill MP once every four turns.

## GAME POINTS

Clean the Greenwood can gain 2 MP for this player played in the safety of a Refuge. The attack reduction can also help stay untap when moving to CvCC late in the Avatar Game.

Elven Handmaid will be sent to the discard pile during the later turns. Then the non-unique character can be fetched with a stage event along with Refuge.

## PLAYDECK MANAGEMENT

Moving 25 resources will be a challenge, especially for many useful events needed for the first deck. Longbottom Leaf is vital; it will bring six resources directly into the playdeck with nobody tapping during the first deck. With many means to recycle use Smoke Rings to shuffle valuable cards including one from the sideboard during the first deck instead of tapping the avatar. The avatar can tap to use his stage events or ability. It was very tempting to include Washed and Refreshed on this player.

Elf-Path, Refuge, Block, and Many Turns and Doublings will be fetched by your stage events. There is flexibility in the resources managed by Longbottom Leaf and Smoke Rings.

This avatar has 50 resource events. Six are either Smoke Rings or Longbottom Leafs. Another 16 are either recyclable or permanent-events. There are a good amount of cards to use for on-guard due to non-playability. The decks should be played faster than the previous deck. Do not deplete the sideboard of hazards too soon since you need to place resources in the sideboard for later fetching from the discard pile.

### 1<sup>ST</sup> DECK

All the 18 resources that need to be played will not be possible during any deck cycle. But do get into play eight of them. Move around playing these table cards while getting the recycling cards on the table including The King's Hunting.

Get all the non-faction cards in play, which start in the playdeck. Two of the items are minor items. Thus, play both after tapping the site. If both are in hand, then play both at Celebannon if Raft Elves are yet to be in play. The minor items are vital. That is why the two animal factions playable at Refuge start in the playdeck.

Play at least one of the Animal factions that cancels attacks. Doing so aids when moving to Southern Mirkwood. When You Know More will be shuffled using LBL. Get it on Arhendhil, but play it on Shipwright or Lardin Aril otherwise. The +2 bonus is essential.

Be careful moving to the Narrows when facing the Northern Waste Division. Expect 2-3 eliminated characters during this deck due to low prowess characters without the girdle of canceling tricks on the table. Losing two Sages will be a dent for this player. Exhaust on Turn 8 or Turn 9.

The quantity of cards shuffled into the first deck can be very high ~ 15. Try not to raise it higher than 10. The avatar taps 3x to place 15 cards into the sideboard. LBL will shuffle 6x. When You Know More and Prince of Mirkwood are in the second tub of leaf. This gives time for Arhendhil and Greenleaf to be in play. The third LBL shuffles Wild Hounds and Lord of Wood and Beast. This limits accumulation of stage points and provides a boost to general influence when the core companies are nearly in place.

Smoke Rings shuffles Elves of Taur Romen. Move many elves to Rhubar using A Friend or Three to get this faction in play. The use of Refuge and Galadhrim can send an overt company back to Dol Guldur with less treasure. Use the other Smoke Rings to shuffle A Friend or Three and Gates of Morning.

An Unexpected Outpost shuffles Cruel Claw Perceived, Failed Leadership, Forgot His Orders. These three should be easily played with avatars and leaders available for targeting. Use Doors of Night to shuffle other hazards that are quick to play like Spiders Huge and Horrible.

### First Exhaustion

Remove from the sideboard 5 hazards that will have an impact after many turns in the books: Galadhrim x2, Brutal Commands, The Reek x2.

Place these resources in the sideboard, which are fetchable.: Block, Elf-path, Refuge, Many Turns and Doublings, non-unique elf (Wood-elf).

### 2nd DECK

A visit to Dol Guldur should be at hand. Go there to token Towers Destroyed no later than Turn 11. After the healing play the rest of the factions and other resources. Ungolcris and an Animal faction are expected to be played during the third deck. Play and store Clean the Greenwood. Two store copies will make Mirkwood safer during the Power Deck. Exhaust on Turn 16.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. These include Trusted Counsellor, Wood-elves, and unique characters. Else shuffle Gates of Morning and Marvels Told.

An Unexpected Outpost shuffles Nature's Revenge x3. The event may not be used with the lack of visited applicable sites, but this is acceptable. Use Doors of Night to shuffle other hazards that are quick to play like Full of Froth and Rage and Devouring Wyrms. Do not deplete the sideboard of hazards too soon.

### Second Exhaustion

Remove from the sideboard 4 hazards that will have an impact after many turns in the books: Elven Custody x3, Burdensome Commands.

Place these resources in the sideboard, which are fetchable: Block, Elf-path, Refuge, A Friend or Three. The logic of not adding a non-unique character is that Elven Handmaid is expected to be there from a Game Point selection.

You will definitely exhaust again on Turn 23 or Turn 24. This means you may place a different resource in the sideboard ready to be shuffle at the opportune moment for drawing. If a Wood-elf is in the discard pile, then put him in the sideboard for fast fetching and use of Well Aimed if needed.

### 3rd DECK

Get everything else on the table or in the MP pile. Have Ungolcris either hunting Last Child of Ungoliant or in Mirkwood. Likely you will tap the avatar to shuffle the other Game Point selection – Clean the Greenwood. Play and store that too. Use Greenwood the Great for combat when minions are vulnerable. You will need a large company of untapped elves for the combat.

Smoke Rings is expected to shuffle tables that were discarded by hazards. These include Trusted Counsellor, Wood-elves, and unique characters. Shuffle A Friend or Three from the sideboard to be ready for the Council corruption checks.

An Unexpected Outpost shuffles the leader events. Punish companies with leaders reducing free general influence and size. Now, you can CvCC while Lady Galadriel users her hazards.

1	Ungolcrist		dp111
1	Woodelves		dp112
<b>1</b>	WildHounds	Leaf3	
<b>3</b>	Elves of Taur Romen	smoke	
1	Clean the Greenwood		dp221
1	When You Know More	Leaf2	
3	Well Aimed		dp113, dp114, dp115
2	Master of WWH		dp121, dp122
3	Healing Songs		dp123, dp124, dp125
1	Elfpath		dp222
1	Refuge		dp223
3	Here is a Snake		dp132, dp133, dp134
1	Longbottom Leaf	Leaf1	
1	Doom of Choice	Leaf1	
1	Ancient Foes		dp135
1	Lord of Wood and Beast	Leaf3	
1	The Trees Have Ears		dp131
1	Prince of Mirkwood	Leaf2	
25 resources			
E1	Block		dp224
E1	non-unique elf		

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	-	-	-	-		
SB to DP	15	+3	3	+1		
Smoke	1	0	-	-		
Leaf	6	-	-	x		
avatar card	-	-3	-	-3		

*The elf-king needs to tap 0x during the first deck.*

## **HAZARD**

You are playing a hazard deck kill minions with spiders, capture minions with elves, and attack trouble the leaders. A third of the hazard events are quick to play. There are 10 events to support spider creatures.

## *CREATURES*

You have 18.5 creatures/19 cards in the deck. This is a web-weaving spider theme. The creatures are only good for Mirkwood companies.

There are 12 non-unique spiders with some boosting hazards and few playability helpers. A event is in the deck letting you discard a spider creature to deletes a company's site phase. Use a hazard to make a spider creature detainment so to keep it alive for the Warlord Phase.

King Spider is also traps with a mild 8 prowess. It is a bit common in Double Wilderness, Shadow-lands, and Ruins. The number of strikes assigned are based on chance with a minimum of zero to a maximum to equal the number of characters in the company. The good thing about this creature has its attacks and strikes non-cancellable by general card effects, but a scout can tap a cancel he is facing. This creature will be played 1/1. Expect all to be killed.

Giant Spiders are the power-horse of spiders. It has just two strikes with 10 prowess playable in Double Wilderness. All characters are considered orcs if wounded by that a body check equals his body is discarded. It can be keyed to Mirkwood, its Ruins, Shadow-holds, and Dark-holds in these regions. This creature will not survive against a strong overt company. This creature will be played 2/3 and at least one will be killed.

Lesser Spiders is weaker at four strikes with 7 prowess. These guys need enhancement. It is easier to play keyable to Wilderness, Shadow-land, and Ruins. Do not get more than one copy killed in the first deck; you might have to discard it to keep it alive. This creature will be played 2/3 and at least two will be killed.

Shelob Brood is are a bit stronger at 8 prowess and four strikes. But it is only playable at Under-deep sites and surface sites. This will likely be useful against Felagrog, but his minions will be strong by the time Turn 17 starts that will have that balrog as a hazard opponent. Do not expect to play this creature until the Warlord Phase. Use it with the Reek.

Thranduil's Folk is the compensation of that powerful elf creature. Mirkwood, Northern Rhovanion, and Grey Mountain Narrows will face this creature of 10 prowess and 6 body. Expect to tap minions with this creature. Use Elven Custody on this creature. Use the creature during the first deck with a stage event to cancel an attack. Otherwise play it 1/2. Expect one to be killed against a small, tough company.

Galadhrim can be vicious, but is limited to regions containing a hero haven and to non-haven sites in those regions. It will be limited to some minion players. It has three strikes with 11 prowess and 7 body. It might wound one. Those wounded by this creature must discard all items he bears. Hold this creature for two turns then discard if not played. Expect the play of this creature to be 1/2.

Bairanax aHunt is included for killing and bothering minions. It is 3s12p6b Gundabad, Anduin Vales, Grey Mountain Narrows, and Withered Hearth normally receive attacks. Doors of Night expands the range to Northern & Southern Rhovanion, Iron Hills, and Angmar. It does choose characters for his strikes, so be careful how this affects weak hero characters. Expect to use Sated Beast to either kill the card or to discard it. Using Sated Beast with Pits of Angband reduces the creature against one character to 1s11p5b.

## Creatures

- FH:
- BH:
- 6 RL: Lesser King
- SH:
- DH:
- 3 UD: Brood

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- FD:
- BL:
- 3 W Lesser
- 3 WW King
- 6 SL Lesser King
- DD
- CS

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- 3 Woodland Realm Thranduil
- 3 Heart of Mirkwood Thranduil
- 3 Western Mirkwood Thranduil
- Southern Mirkwood
- 3 Northern Rhovanion Thranduil
- 3 Grey Mountain Narrows Thranduil

## *Hazard EVENTS*

The hazard theme is using spiders as creature attacks forcing tapping of characters or using events to burden characters through corruption or from leadership. The Wilderland Division has many of the region types limiting keying creatures to multiple regions. These hazards will hassle minions in Wilderland and against all other minion players. Expect the play of these hazards to be 2 played every 3 drawn or 2/3 for the entire 24 turns.

### Base cards-2

Two copies of Twilight will remove Doors of Night. Note that Sated Beast benefits from that permanent event.

### Check/Corruption-11

Cruel Claw Perceived will lower Ringwraith stats and cause him to tap to remove it. The stat is general influence with a -1 modification. Not too much, but it may allowed you to influence away a faction.

Burdensome Commands lowers the stats for the target, which will make him tap to discard. His mind is reduced by two, prowess by one, and direct influence by one on a character that has a mustering card in play. The hazard is discarded when affected by healing. Try to play it on a minion that must have a high mind including those with spawn allies. The target might be allowed to become wounded just to discard this card. This card is expected to bother the Wilderland minion players during the Warlord Phase and maybe against the players faced immediately before that time.

Failed Leadership is stage hazard played on a leader. This prevents command cards to be played on the leader and any roll for such a card is modified by -3. Also, GI usable only to defend against influence attempts is reduced to zero. This means that if a dual faction controlled by the Wilderland minions has a better chance to be lost by the minions. You may able to influence away a non-unique Animal faction.

Forgot His Orders may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. A roll is made adding his stage points. A result greater than 7 discards one of the following: By RW Word, No More Nonsense, Obey Him or Die, or a command card. A discarding of one of these minion resources may cause the leader to move with one less minion. [May be for FATE ignore effect on BRW.]

Brutal Commands targets a leader giving him +1 SP, which may not be a good thing for you. The target character if played a command card or rolls for such a card on him forces a body check for another in his company. This can discard a character that is another leader. Anyone using Call to Arms may pay a price.

Foolish Words is a nasty hazard modifying influence, offering, and riddling attempts by -4. It is hard to remove needing a roll greater than 7. This can slow The Mouth including factions during the Warlord Phase.

Spiders Huge and Horrible is a corruption and disease hazard. The bearer makes a CC when his company faces a spider attack and grants 1 corruption point. Play this hazard whenever the hazard limit is available. Do not bother holding for the right target.

Taint of Deep Lore gives 1 CP and forces a corruption check of the target whenever a Sage resource is played in his company or at his site. The removal is a bit tougher since the target must be at his home site or haven to remove normally. A removal roll is rough at 6. This taint was

selected with the Wilderland Division having the most such resources of the minions. It is possible you can play a Sage event, Marvels Told, after moving to a sight with The Mouth or Gorfaur.

### Main Theme: Enhance-7

Black Vapour is a short event cancelling anything that cancels a Spider attack. A roll is first made adding the attack's prowess. A result greater than 14 allows the attack to occur, but with +1 prowess.

Full of Froth and Rage will enhance spider and animal prowess. Not many of these creatures are expected to be played by Minion Wilderland players.

Flies and Spiders is the prisoner hazard for spiders. A successful strike takes the prisoner to a Ruins & Lairs. Then the prisoner makes a body check each Untap phase, but has a chance to escape on his own. The Rescue-attack is Spiders of 3 strikes at 9 prowess. FoFaR turns it into 3 strikes at 11 prowess.

### Support Theme: Roadblock-9

Nature's Revenge will stall a company at certain sites. A site normally a Border-land or Shadow-land in a Wilderness becomes a Ruins with an additional attack. This attack is animals giving each a strike with 7 prowess. Enhance the attack with FoFaR. There are 22 such Shadow-holds and 41 Border-holds. Nine have Dol Guldur as the nearest Darkhaven (Woodmen Town, Sarn Goriwing, Strayhold, Mistrand, Lake-town, Wain-Easterling Camp, Cave of the Urdharkonur, Gaurblog Lug, Moria.

Dark Shapes Gathered There allows non-unique Spider and Awakened Plant creatures without an asterisk to be played keyed to Lotan and to Mirkwood if Reaching Shadow is in play. This will punish more to minions to heroes. But a hero character failing an influence attempt in Mirkwood makes a corruption check.

Elven Custody is the elf prisoner hazard. You should be able to take one captive every deck. With the nasty AA of elf-holds rescue is unlikely. The condition of release is likely if the captive is valued resulting in the tapping to support the release.

Elven Wards will be played in the second deck when. This is a long-event so try to recycle it before the second deck exhausts. Anyone moving through Woodland Realm or to Lorien will be affected. The worse for heroes is to return to site of origin. Play it to weaken minions for upcoming combat.

### Support Cards-3

Devouring Wyrms is a faction hazard scaring movement of factions through hunting regions of A Hunt dragons. The dragon hazard will not be eliminated in a defeat – just discarded. This hazard will hinder minion factions coming from Angmar or moving through Arthedain.

Pit Trap is specific to sites, but these sites are near your Halls. It is played on-guard on an Ancient-Dwarf hold site or a site with an Orc attack or Trap attack. Those moving in Grey Mountains, Narrows, Withered Heath or near the Illuin Mountains are threatened by this hazard. Scouts and Rangers lower the chances of this attack being faced. Failure results in a Trap single strike attack of 12 prowess. More than 80 (20%) hero sites may have a Pit Trap. Sites close to you include Deep Cleft, Goblin-gate, Moria, Sarn Goriwing, and Gondmaeglom.

### Cycle-3

An Unexpected Outpost will recycle the most useful hazard events

Aryen is a mid-mind Sc/R Man. His agent ability allows one non-unique Animal, Spider, or Wolf hazard creature to be played keyed to his current Border-hold or Ruins, but the creature must be keyed to a non-Coastal Sea region. Aryen will stay in Mirkwood bothering that Division, but have him bother the Mordor Division too. He can trouble the Dragon-Lords as well. Move him into the Wilderness regions on the western slopes of the Misty Mountains after Turn 16.

**Lesser Minds Daunted** is an offering attempt that has the potential to cancel a creature attack and divert it to another company in the same or adjacent region. Another company must be in another site in the same region or adjacent region. A roll is made adding a tapping Diplomat's unused DI. Against Hobbits/Orcs/Men/Slayer-8, Elves/Dunedin/Dwarves/Giants/Trolls-9, Drakes/Dragons-10.