

MOUTH/ORCS

40avatar

C	8	Dol Guldur
I	7	Rhovanion
F	7	vs. Thranduil
A	1	Wilderland
M	6	Factions/Horses
K	3	Orcs

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 cards in sideboard
40 cards in H. deck, 15 cards in sideboard
10 characters in deck
9 starting cards
139 total cards
18.5 creatures

RESOURCES(40/25)

2	Elfhewer	
4	Bone Basher	
1	Black-mail Coat	
2	High Helm	
1	Elf-skin War Drum	
1	DR of Dwálin's Tribe -major	
1	Magic Ring of Delusions	
1	Gold Ring that Sauron Fancies	
1	fizzling torch	
1	secret book	
1	Orcs of Dol Guldur	
2	Orcs of Mirkwood	
3	Orcs of the Uldona Spine	
3	Spiders of Mirkwood .12	
1	Snaga-hai	
1	Lesser Brood.8	
1	Regiment of Black Crows	
1	"Two-headed" Troll	
1	Great Goblin	
3	To Satisfy the Questioner	
1	Slew the Great Warrior	
1	Slew the Great Warrior	
1	Long Grievous Siege	
		14/10

3	Hail of Darts	
1	Swarm of Bats	pe
3	The Goblins Are Upon You	
3	Crept Along Cleverly	R
1	Piercing All Shadows	R
2	Join With That Power	D
1	Get You Gone	D
2	Crack in the Wall	Sa
3	Voices of Malice	Sa
1	Secrets of Their Forging	Sa
1	Smart and Secret	com
1	I'll Be At Your Heels	L
2	Abduction	pris
1	Driven As By A Madness	sp
1	Calm-song	sp
1	Familiar	sp
1	Counterfeit	sp3
1	Marauding Band of Orcs	pe
1	Marching Companies	pe
1	Grond-OoM	pe
1	Patrol the Area	pe
*	Orders from Lugalbúrz	pe
*	Whispers of Rings	pe
*	Emissary of the Darklord	pe
3	Weigh All Things To A Nicety	
1	Warlord	sp2
1	Breeders Stock	sp1
1	Gift of Deceit	sp1
1	Under His Fist	sp1
1	Lieutenant Of Barad-Dûr	sp2
1	Swift Onset	
		26/15
Game points: Wisdom to Wield		

HAZARDS(40/15)

3	Hobgoblins	orc	1	2	10	x			-WW
3	Orc-patrol	orc	1	3	6	x	R,SH,DH		-W,SL,DD
3	Orc Watch	orc	1	3	9	x	SH,DH		-SL,DD
3	Orc guard	orc	1	5	8	x	SH,DH		-SL,DD
3	Orc-Lieutenant	orc	1	1	7	x	R,SH,DH		-W,SL,DD +4P
3	Uruk-Lieutenant	orc	1	1	9	x	R,SH		-W,SL +3P&+3P
3	Carrion Birds	animal							
1	Bairanax at Home								
*	Big Bats for power deck								

19/3

2	Doors of Night								
2	Twilight								
1	The Burden of Time	P							
1	Choked with Vanity	P							
1	2 New Moon	S.env-							
1	Reaching Shadow	P							
1	1 Redoubled Force	P.AA-orc/troll							
2	2 Tidings of Bold Spies	S							
2	1 Host of Bats	L.attack-orc							
3	Two or 3 Tribes Present	S							
1	Fury of the Iron Crown								
3	Tribal Banner								
3	Fruitless Victory								
1	2 Pierced By Many Wounds								
3	An Unexpected Outpost								

21/12

SITES

SM	Dol Guldur			O.Dol Guldur
AV	Beorn's House	ring	men	
AV	Eagle's Eyrie	Info, m, M	animals	
WR	Thranduil's Halls	m, M, ring	elf, elf	
WR	Celebannon#	Info, m, M	elf, elf	To Satisfy the Questioner
SM	Ceber Fanuin	Info, m, ring	elf	hidden(elf)
SM	Rhosgobel	Info, m	maia, maia	
SR	Gyogorasag Sanctuary	m	men	
<hr/>				
WM	Woodmen Town		men	
NR	Dale	ring	men	
NR	Lake-town	Info	men	
SR	Strayhold	Info, m, M	men	
<hr/>				
HP	Giant's Isle	m	giant	Secret Book
AV	Framsburg	m+	men	Fizzling Torch
AV	Carrock	Info, m, M#	animals	
AV	Gladden Fields	ring	undead	GR Sauron Fancies
WF	Hermit's Hill	m	men	
Ro	Barad Tathren	m, ring	spiders	Lesser Brood
GN	Buhr Thurasig	m, M	men.2w7	High Helm
GN	Gondmaeglom+	m, M	Scatha	
GN	Ovir Hollow+	m, M	Bairnax	
GN	Wind Throne	Info, m, M	orc	Black-mail Coat
WM	Caraas Amarth	m, M, ring	Traps	
HM	Cor Angaladh	m, M, ring	undead	
HM	Mountains of Mirkwood	Info, m	spiders	Spiders of M, Lesser B.
BL	Bandit Lair	m, ring	men	x
NR	Cave of the Urdharkonur	m	men	Regiment of Crows
SR	Buhr Widu	m, M	troll	2-head troll
<hr/>				
DG	Deep Cleft	m	orc	
Gu	Mount Gundabad	m, M	orc	Elf-skin War Drum
HP	Goblin-gate	m, M	orc	Elfhewer, Great Goblin
RG	Moria	m, M, G, ring	orc.4w7	Bone-Basher
HM	Sarn Goriwing	m, M	orc	O. Mirkwood
Da	Dead Marshes	m, M	undead.2.8	*
Da	Thuringwathost	m	orc.3.8	Snaga-hai
Eo	Gaurblog Lug	m, M, ring	orc	O.Uldona Spine
ud	Sulfur-deeps	m	troll	
Grond (Sarn Gornwing-Orcs of Mirkwood)*				

MINIONS-10 16-2-4-2-2

3 Mouth	9/4/6/8*+	W/D	Dun	Barad-dur	+2DI.factions
3 Lt. Dol Guldur	9/3/7/9+	W/Sa	Olog	L Dol Guldur	d9; +2DI. O+T
1 <i>O-shaman</i>	4/0/3/7+	W/Sa	uruk	sp orcH	
2 Ukôg the Lame	5/2/4/8+	W/D	Uruk	L S. Goriwing	d7, 8+2P.orcs; +1DI.O/T
2 Ugluk	5/0/5/9*	W/R	Uruk	L Isengard	d9; +3DI.Orc/orcs
1 <i>Forest Troll</i>	4/0/4/8+	W/R	troll	Ruins in W	1CP; d7; +1P.plant/ent
1 <i>O-tracker</i>	3/0/3/8*	W/R	orc	DH	1CP; d7,8
1 <i>O-tracker</i>	3/0/3/8	W/R	orc	DH	1CP; d7,8
<i>O-grunt</i>	1/0/2/9*+	W	orc	DH	1CP; d9, +1P.2orcs
<i>O-grunt</i>	1/0/2/9*+	W	orc	DH	1CP; d9, +1P.2orcs
<i>O-brawler</i>	1/0/3/8*	W	orc	DH	1CP; d7,8
<i>O-veteran</i>	2/0/4/8+	W	orc	DH	1CP, d8
<i>T-henchman</i>	2/0/4/7	---	troll	troll AA	
<i>O-archer</i>	2/0/2/7+	W	orc	DH	d7, t: 1s -1P/-1B
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc	DH	1CP; d7,8
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc	DH	1CP, d7,8

starting companies: Dol Guldur <Orders from Lugburz><Whispers of Rings>

Mouth	9/4/6/8	W/D	<Embassy>
Ugluk	5/0/5/9	W/R	
Orc-tracker	3/0/3/8	W/R	
Orc-grunt	1/0/2/9	W	
Orc-grunt	1/0/2/9	W	
Orc-brawler	1/0/3/8	W	

17/25 (20+5) GI unused 2 companies of 1 and 10

#1 <Whispers of Rings>

Mouth-W	9/6/7/9	W/Sa/D	2	helm, LtBD, Deceit[m3]	spirit [+2DI.factions]
	9/6/8/9	W/Sa/D	3	dwarven ring, LtDB, Deceit	

#2 <Orders from Lugburz> <Marauding Band of Orcs> <Marching Companies>

Lt. Dol G-W	9/8/9/10	W/Sa	2	elf, xy1, Warlord, Smart, Stock, Fist
<i>O-shaman</i>	4/0/3/10	W/Sa	2	mail, MRdelusions spirit* +2CC
<i>Forest Troll</i>	4/0/4/9	W/R	4	torch, Shadows
Ukog Lame-L	5/4/6/9	W/D	3	basher [+2P.DON]
<i>O-grunt</i>	1/0/3/10	W	1	
<i>O-veteran</i>	2/0/4/9	W	1	
+ <i>O-grunt</i>	1/0/3/10	W	1	
+ <i>O-snuffler</i>	2/0/2/9	W/Sc	1	
+ <i>O-snuffler</i>	2/0/2/9	W/Sc	1	
+ <i>O-archer</i>	2/0/4/8	W	2	drum

OVERVIEW

—~~This Ringwraith only needs 18 MP to set up the Warlord resource deck. This should easily be achieved. You want all the factions in play before the Sudden Call.~~ This is an avatarless Black Player.

CHARACTERS AND COMPANIES

All of your minions are orcs, olog-hai, or uruk-hai. You want to kill elves at all costs. There are many expandable orcs including leaders. There are just four unique minions. You have one extra leader - Ugluk.

The starting company can be broken into two. Mouth will control Brawler and Tracker. Mauhûr will have both Grunts. This last group can make a direct attack on heroes on the first or second turn. Each company will have a Ranger. Orders from Lugbûrz will start the game. The corruption bonus to troll followers is a perk. Marauding Band of Orcs will start the game. It will allow the influencing of orc factions since the low-mind orcs do not require DI for control. Mouth will start the game. Keep him safe by playing factions. Embassy of the Darklord will start too since you want to start pulling resources into the discard pile. Each faction in play will reduce one GI point from the Mouth's nine mind. Sooner you get this value low the sooner you can play the Lt. of Dol Guldur.

You want to build a large company of 10 minions with Marauding Band of Orcs. Orders From Lugbûrz will allow you two leaders in this company. Lieutenant will be a Warlord with one trophy to have more followers. Lieutenant will have the weapon Elfhewer and the command Smart and Secret for body protection since he will keep his followers when the other leader splits with the low-mind orcs for a mission. This olog will control three allies. He will also have the commands Under His Fist and Breeder's Stock to fetch orcs. This is three command events. Breeder's Stock will be discarded at the end of the turn. It can be fetched with Elf-skin War Drum. All the events will have the olog with 9 DI controlling Shaman and Forest Troll. Elfhewer adds +1 DI and +2 prowess; +3 to 10 prowess and -1 body against elves. The other leader will not have a command event so to have more followers. This band will have one Ranger and two Sages. The Forest Troll will have corruption problem with Piercing All Shadows. Shaman is included as an extra sage and allows the use of spirit-magic. Shaman wears the armor Black-mail Coat to raise his body by two and a Magic Ring of Delusions to fetch spirit-magic events. Ukog is the other leader; he will have the weapon Bone-Basher raising his prowess to 6, then to 8 with DON in play. He will have a Grunt and Veteran as followers and another Grunt under GI. With this set up, you have 5 minions with a prowess of 4 or more and three minions with a prowess of 3. Two sages allow the use of Crack in the Wall. Ukog will be the main fighter versus elves. Two Orc Sniffers are in this company to provide extra orcs and only increasing the hazard limit by one. Marching Companies with Elf-skin War Drum will allow Ukog's company to face attacks alone. Get Ukog trophies to increase his DI and follower count. This company will use 14 of your 25 GI.

Ukog will split in his own company in the first deck to play two resources. Again split in the second deck to play To Satisfy the Questioner and the gold ring. Ukog will wear High Helm when the dwarven ring is play, which will grant 4 DI and 4 CP.

Two minions are in reserved: Henchman and Tracker. Henchman is useful to extend Grond.

MOUTH

The Mouth will be his own company influencing factions. He wears High Helm for seven prowess and 9 body. He can take with him an orc with Counterfeit as protection. As a follower, this will leave The Mouth +6 DI against factions. He will be the Lieutenant of Barad-Dûr, which makes him a Warlord and Leader. He will also be a Sage. The command Gift of Deceit will allow the fetching of events for Warriors, Sages, and Diplomats. This will be the only command event for Mouth. Try to have the one-mind orcs as followers; then use of Join With That Power will grant a double bonus for every character in the company.

Embassy of the Darklord grants +2 to CC from the use of spirit-magic. The use of Calm-song can make attacks detainment. The play of all eight factions will mean he only needs one point of GI to be controlled. Wild Hounds is expected to be discarded for its normal ability.

Familiar is spirit-magic that needs the Mouth to be in the company of Swarm of Bats. This event creates a Scout ally that can face a creature attack from a group of cards from your opponent's deck. Do this during the organization phase every turn to kill creatures.

ITEMS

There are battle-gear items and ring items. Two weapons: Elfhewer and Usiev are elf-banes. High-Helm will boost prowess, body, and DI; it is for the Mouth. Black-mail Coat will help with body. Consider exchanging the Coat to the Mouth and the Helm to Ukog so to give Ukog more followers.

Elf-skin War Drum is great. It can fetch command events, allow more sites for your troll allies, and grants any leader Marching Company status. Fizzling Torch will help with the many Plant attacks you expect to face.

Two ring special items are on your mind. Magic Ring of Delusions will allow the fetching of spirit-magic events. Play the Dwarven Ring on the Mouth in the second play deck. Gold Ring That Sauron Fancies is the gold ring item of choice to test. Whispers of Rings will let you hold both ring special items until testing. Secrets of Their Forging is the mechanism to test. This dwarven ring fetches major items. You have four major items. The two major items that need to be fetched by this ring are Elf-Skin War Drum and Usiev during the Warlord Phase. Wisdom to Wield will be the resource to select with Game Points.

FACTIONS

You have eight factions. Mouth has the responsibility to play all these factions. Four will be hard to get. There are orcs(4), spiders(2), men(1), and animals(1).

Spiders of Mirkwood (13) allows discarding a prisoner via Abduction to add a bonus to the influence attempt equal to the food's mind. Lesser Brood (6) requires the discarding of a Lost Knowledge resource, Secret Book, to enter into a hidden site in Rohan for play. This faction is playable at a site with a Spawn AA else at a Spider AA with -3 to the attempt.

Orcs of the Uldona Spine (11: +1 trophy in company, Orc faction Mordor or Wilderland -2) is away from Mirkwood. This faction allows the play of the trophy Slew the Great Warrior. Orcs of Mirkwood (9, oRed Eye -2; oGorgoroth +2) will be safe to get. Orcs of Dol Guldur (9: oMoria -2; oRed Eye +2) is at the Darkhaven. Snaga-hai (10) is the weakest orcs.

Grond will be played on the Orcs of Mirkwood. Long Grievous Siege will be played on Orcs

of Uldona Spine and target Shrel-kain.

Wild Hounds (12) is a dual faction. Discarding it cancels an AA at a Ruins/Lairs or attacked keyed to RL or W. This can help in having untapped minions for CvCC.

Join with that Power will help with influence. Mouth will be in an overt company if not using Counterfeit on all the orcs.

ALLIES

There are three allies. Regiment of Black Crows will remove the Ambush capabilities of creatures. Great Goblin will provide +2 prowess to your orcs. It will be tough to keep him alive, which is why you have the animal faction. Play Great Goblin in the second deck and use him in CvCC. These two allies will be played by your olog.

"Two-headed" Troll is the shock trooper for you. It will be played by your olog. Sulfur-spawn was considered. This ally can be gained with Game Points for its 3 MP and high prowess. Play it on the Mouth for protection and its Ranger skill. Cave Troll was also considered, but it is easier to play the other troll ally using Elf-skin War Drum, then to visit the Sulfur-Deeps.

MISSIONS

Two missions will provide a strong 5 MP. To Satisfy the Questioner is a 3 MP that will be played on a Grond free-hold. Two trophies: Slew the Great Warrior are simple 1 MP events. These events need you to have a 3MP orc or troll faction in play.

MIRKWOOD

Several events will aid in combat. Hail of Darts with a large company will be useful. It is played in the ORG phase lasting all turn. Swarm of Bats lowers the prowess and body of strikes. The Goblins Are Upon You gives +2 P and -1 B. These three events can give an orc +6 to a strike.

Calm-song will make non-AA detainment. Abduction is the event that will let you take prisoners. You must have at least twice as many characters in the defending company to play this resource. This should not be a problem after your platoon is formed.

Piercing All Shadows guarantees moving to engage in CvCC. You don't want to have a good combo in hand and not move. Crack in the Wall prevents site creatures, which is nice moving to Free-holds. Crept Along Carefully will cancel those big attacks that you do not want to bother. Get You Gone will allow a Diplomat to tap to discard a unique non-agent hazard before it resolves during the movement/hazard phase. This hazard will likely be a Dragon aHunt that can save your bacon. Gift of Deceit can nicely fetch this resource when needed.

Smart and Secret will help leaders keep their minions alive. A lot of combat means you want to keep the orcs from discarding. I'll Be At Their Heels will be played on Ukog when he takes control of High Helm after Mouth plays the dwarven ring. [Ukog—5/3/7/10, 4CP]

SITES

All the sites your plan on visiting are three or less region movement from Southern Mirkwood. Dol Guldur is your darkhaven.. You can play a faction at that site. Try to stay near Mirkwood

Beorn's House is the site you will play To Satisfy the Questioner; the Rivermen faction will also be played in Anduin Vales. Stick to safe sites with men AA.

The Ruins have a varied AA type. Buhr Thurasig has High Helm. Nearby at The Wind Throne is Black-mail Coat. Fizzling Torch is found at Framsburg. Secret Book is read at Giant's Isle. The gold ring item will be played at Gladden Fields with undead. Lesser Brood will be played at Barad Tathren in Rohan – a dangerous trip with spiders. Mountains of Mirkwood has your Spiders. Regiment of Black Crows are at Cave of the Urdharkonur with men. Two-headed Troll is found at Buhr Widu.

Shadow-holds are plenty. Mount Gundabad has your Elf-skin War-Drum. Goblin-Gate will first play Elfhewer then Great Goblin. Moria has the Bone-Basher. Be mindful of the balrog at that site. Sarn Goriwing has Orcs of Mirkwood. Orcs of the Uldona Spine are east at Gaurblog Lug. Dead Marshes of Thuringwathost has Snaga-hai.

WILDERLAND DIVISION

You have a Ringwraith, another Black Player and Felagrog in your division. Khamûl is busy with hindering Galadriel so he will not bother you. You may attempt to influence his factions or items that you have in hand. Azog is vying for the attention of Sauron. You do not want this to happen, but there is not much you can do. You can move the Mouth with the overt minions so to use Join with that Power for an influence attempt. This will require the discarding of the orc leader and two orcs. However, you may then have +12 to the influence attempt along with Mouth's +8. You can do this every turn by fetching Join With That Power during the Warlord Decks against Azog and Khamûl. Felagrog will not bother you; he is in the Under-deeps.

WHITE PLAYERS

Thranduil is your main hazard player. He will surely have a company tailored for CvCC. You just need to make sure his elves stay in the forest. Keep them away from the Necromancer's dark elves. Radagast will likely ignore your large company of orcs. Galadriel too will not travel far over the river to hinder your missions, but when you do expect a visit from unseen sentinels. Thrain, Dwarf-Lord in exile, has been reported in Eorstan. He may attack the Mouth when the Orcs of the Uldona Spine are recruited. Just seed your Lieutenant with a telegram.

MARSHALLING POINTS

- C=8 Only eight minions provide any MPs. Mouth, Lieutenant, and one of the other leaders will provide these MPs.
- I=7 Seven items grant any MPs. You should have Elfhewer, Elf-Skin War Drum, the magic ring, and either Black-Mail Coat or Usiev in play.
- F=7 Eight factions is a lot. The four orc factions need to be played. The other factions should be played no later than the Warlord phase.
- A=1 There are three allies. Expect Great Goblin to be killed. Cave Troll is the MP.
- M=6 To Satisfy the Questioner (3), both Slew the Great Warrior(x2), and Long Grievous Siege (1) will give you these MP.
- K=3 You may be able to kill creatures with so many orcs.

First Deck

Mouth will play as many faction as he can. The starting company will play resources. Play the allies and Slew the Great Warrior on Lt. of Dol Guldur. Ukog must split to play resources elsewhere at least twice. Seven of the 22 resources must be played.

Second Deck

The Mouth plays the remaining factions. Lt. of DG plays two factions and engages in CvCC twice once as the large company. Ukog again plays resources on his own including the dwarven ring.

Third Deck

Mouth now has the dwarven ring fetching the major items. He will have a Counterfeit orc to play the major items. The 10 overt company will CvCC for four of the last five turns killing elves.

	Mouth 8 factions	Starting/Lt Dol Guldur 9+6cvcc-9h	Ukog x15+5-4h	
1	move to Minas Morgul	Black-mail coat	x	snuffler
2	O.Dol Guldur	Heal at Dol Guldur	x	Forest T
3	O.Mirwood	Elf-skin War Drum	x	shaman
4	Heal at Dol Guldur	Heal at Dol Guldur	Usiev	veteran
5	Rivermen	gold ring	Heal at Dol Guldur	archer
6	Heal at Dol Guldur	Heal at Dol Guldur	High Helm	tracker
7	Heal at Dol Guldur	Cave-troll	Heal at Dol Guldur	Lt DG
8	O. Uldona Spine	Heal at Dol Guldur	x	Ukog
9	Heal at Dol Guldur	Slew the Great Warrior	x	henchm
10	Snaga-hai Exhaust	Heal at Dol Guldur	x	snuffler
11	Heal at Dol Guldur	Elfhewer	x	
12	Heal at Dol Guldur	CvCC	x	
13	Wild Hounds	Heal at Dol Guldur	x	
14	Heal at Dol Guldur	Regiment of Black Crows	x	
15	Lesser Brood	Slew the Great Warrior	To Satisfy the Questioner	
16	Heal at Dol Guldur	CvCC	Heal at Dol Guldur	
17	Spiders Mirkwood	Great Goblin	gold ring	
18	Heal at Dol Guldur	Heal at Dol Guldur	Secrets of Their Forging	
19	Heal at Dol Guldur Exhaust	Heal at Dol Guldur	Heal at Dol Guldur	
20	<i>play major item</i>	CvCC	x	
21	<i>play major item</i>	CvCC	x	
22	Heal at Dol Guldur	Heal at Dol Guldur	x	
23	Heal at Dol Guldur	CvCC	x	
24	Heal at Dol Guldur	CvCC	x	

PLAYDECK MANAGEMENT

This avatar has 24 resources in the sideboard. There is no avatar to tap, but Embassy of the Darklord allows sideboard manipulation. His own Warlord event is important along with the command Gift of Deceit, which will fetch other resources. Slew the Great Warrior trophy and a gold ring will also allow the playing of MP resources. Weigh All Things to a Nicety is vital. It will fetch the other trophy event, Warlord, and Grond. These three will allow you to create your great company.

Whispers of Rings will fetch your two special ring items. Swift Onset will be played in the second playdeck before the Warlord phase. Each turn for ten turns has a specific action to bring resources out of the sideboard.

1	DR of Dwalin's Tribe-major	whispers		
1	Magic Ring of Delusions	whispers		
1	secret book	tap11		
1	Spiders of Mirkwood.12		dp51	
1	Lesser Brood			tap23
1	"Two-headed" Troll	tap14		
1	Great Goblin			tap21
1	Slew the Great Warrior	tap13		
1	Slew the Great Warrior	weigh		
1	Long Grievous Siege		dp21	
1	Secrets of Their Forging		dp22	
2	Abduction		dp31, dp32	
1	Driven As By A Madness		dp52	
1	Calm-song		dp12	
1	Counterfeit		dp11	
1	Familiar	tap15		
1	Patrol the Area			tap25
1	Grond-OoM	weigh		
1	Warlord	weigh		
1	Breeders Stock		dp42	
1	Gift of Deceit	tap12		
1	Under His Fist		dp41	
1	I'll Be At Your Heels			tap22
1	Swift Onset			tap24
25 resources				

	cards	tap
SB to DP	10	+5
SB to PD	5	+5
Whispers	2	--
<u>Weigh All</u>	<u>3</u>	<u>--</u>
Turn 2	5	+5

HAZARD

You are playing a strategy that uses orcs to kill characters by forcing body checks.

CREATURES

You have only orcs, a dragon, and some birds. You have no creatures that can hit: Freeholds, Borderholds, Free-domains, Borderlands, or coastal sea. These orcs are keyable to common areas such as Borderlands and Wilderness. Strikes are more important than prowess. The hazards' goal is to wound so to force body checks.

Carrion Birds must be keyed to Wilderness after an orc attack also keyed to Wilderness. The prowess is low, but the company should be wounded or tapped for the attack. Wounded make two body checks modified by -1. The At Home dragon Bairanax raises the HL of a company that has faced an animal attack by one. There are nine animals used by minions in this Division.

Hobgolins are in Double Wilderness with just two strikes, but a good prowess at 10. Patrol has one more strike but is weak at 6 prowess. It is more common at Ruins and Wilderness. Play this orc with Minions Stir or last against a company.

Watch and Guard are similar with playability at black-holds and in black-lands. Watch is 3s/9p and Guard is 5s/8p. Either can be played first, but need a hazard to increase playability.

OrcL is an enhanced creature with one strike at 7 prowess, but gains 4 prowess if played after a company faces an orc attack. UrukL is similar, but has a base 9 prowess with +3 prowess after an orc attack. OrcL gains +3 prowess if played after UrukL. For example, Patrol is played and defeated. UrukL is played at 1s/12p. Then OrcL is played with 1s/14s.

Minions Stir and DON make the above example:

Patrol	5s/8p
UrukL	3s/14p
OrcL	3s/16p

This line-up is powerful and should be attempted in the second deck. Everyone should tap after the second attack. The third attack may kill up to three heroes.

Creatures

- FH:
- BH:
9 RL: patrol oLieut uLieut
15 SH: patrol watch guard oLieut uLieut
12 DH: patrol watch guard oLieut
- UD:

- FD:
- BL:
9 W patrol oLieut uLieut
3 WW Hob
15 SL patrol watch guard oLieut uLieut
12 DD patrol watch guard oLieut
- CS

HAZARD-34

You want to unleash your orcs on Mirkwood and just wear down Thranduil from influencing his factions. You can also target Radagast. You do not care about giving up kill points. Your hazard theme is to increase the playability of your creatures and to weaken heroes so you can use Tribal Banner.

Base cards-4

You have 2 copies of Doors of Night and Twilight.

Corruption/Check-5

You have The Burden of Time. This is ideal when facing Galadriel and Thranduil. New Moon will tap elves – very easy to play. Choked with Vanity is for an elf-lord.

Main Theme: Orc Attacks -5

One part of the three-prong strategy is to tap and wound heroes. Reaching Shadow will allow you to play almost all of your creatures on a company moving in Anduin Vales, Rhovanion, GM Narrows, Mirkwood, Brown Lands, or Dagorlad. Redoubled Force on Goblin-Gate or Wind Throne will prevent a company using it, but combo it with Tidings of Bold Spies and decimate the company leaving them weak for the orc creatures. Wind Throne enhanced with Redoubled Force means 5 strikes at 9 prowess.

Secondary Theme: Orc Attack Enhance - 6

Hosts of Bats sneaks in one more orc creature and forces another body check, modified by -1, upon a successful orc strike. Shadow of Mordor will be played in the power deck. Two or Three Tribes Present will allow you to play many orcs per turn.

Tertiary Theme: Orc Kills - 10

This prong increases the prowess of a strike so to wound the hero. Fury of the Iron Crown will give +4 to a orc, troll, or man strike. This event is unique and “defeats” the creature. Tribal Banner sacrifices -1 prowess and -1 body for any body checks modified +1. Try to use this using Fury of the Iron Crown and an enhanced Lieutenant. Pierced by Many Wounds will lower the prowess of a hero facing the first extra strike by -4 instead of -1.

Fury of the Iron Crown + Pierced by Many Wounds + Tribal Banner will give an orc strike prowess at +6 and give +1 to a body check. This can be used once per deck on an avatar. It’s worth a try. Do not hesitate in using creatures when you fear the creature will be killed. Fruitless Victory should bring back two of those eliminated creatures.

Support Cards-0

none.

Utility-3

Outpost is a staple. Do not recycle hazards, but bring them from the sideboard until you have done so with six of them.

THE MOUTH - Warrior/Diplomat Man (R)

[MP: 3; Mind: 9; DI: 4; P/B: 6/8; Home Site: Barad-dûr]

Unique. Manifestation of Mouth of Sauron. +2 direct influence against any faction. Tap during your organization phase to move one resource or character from your discard pile to your play deck and reshuffle. Return The Mouth to your hand when Mouth of Sauron is played; you may automatically transfer one item he bears to a character in the same company (discard the rest).

LIEUTENANT OF BARAD-DÛR

[MP: 0; CP: 0; SP: 0]

PERMANENT-EVENT

Unique. Playable on The Mouth. The Mouth becomes a War-lord and a leader. He can use spirit-magic and gains the sage skill. When he is at Barad-dûr (or Dol Guldur if The Necromancer is in play) you may hold one more card than normal in your hand. Mouth of Sauron cannot be played. If Join with that Power is played on an influence attempt by The Mouth against an opponent's resource or character, the bonus is doubled.

EMISSARY OF THE DARK LORD

Unique. This card can be played with a starting company in lieu of a starting item. You cannot reveal an avatar. Mouth can only be controlled by general influence. His mind is reduced by one (to a minimum of one) for GI purposes only for each faction he successfully influences and is in play. +2 to his corruption checks due to the use of spirit-magic. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your playdeck and shuffle or bring two resources from your sideboard into your discard pile.

TURN 01 @ Dol Guldur

	Orders from Lugalbúrz													
U	The Mouth	9	4	6	8	Dun	W					D	0	
U	Ugluk	5	0	5	9	Uruk	W		R				0	
U	Orc tracker	3	0	3	8	orc	W		R				1	
U	Orc grunt	1	0	2	9	orc	W						1	
U	Orc grunt	1	0	2	9	orc	W						1	
U	Orc brawler	1	0	3	8	orc	W						1	

Hand-8

Fruitless Victory	Elfhewer	
Crack in the Wall	The Goblins Are Upon You	
Weigh All Things To A N	Hail of Darts	
secret book	Marauding Band of Orcs	

Untap

ORG

Play Marauding Band of Orcs on Ugluk. Hail of Darts played on Ugluk's company. Weigh shuffles Lesser Brood. Emissary of the Dark Lord shuffles Two-headed Troll. Mouth stays at DG. Others move to Goblin-gate.

MOVE

Ugluk, DD-BL-W-sh, region.

HL5, Cirdan-x, Balin plays Nobody's Friend to fetch Sprautabern; agent is played face-down.

HL2, Gandalf plays Sons of Kings keyed to BL. Dunadan.3s.10p

The Goblins Are Upon You is played.

Grunt taps, $3p+1res+3roll=7$, bc.4, wounded

Grunt taps, $3p+1res+9roll=13$

Brawler taps, $3p+1res+6roll=10$

Mouth, h.

HL2, no hazards.

SITE

Goblin-Gate, AA1-Orcs.3s6p

Grunt wounded, $3p-2w+1res+10roll=12$

Ugluk no tap, $5p-3x+1res+4roll=7$

Tracker no tap, $3p-3x+1res+5roll=6$

Ugluk taps to play Elfhewer.

Tracker taps to play Secret Book.

END

Turn 2 @ Goblin-Gate

	Orders from Lugbúrz																		
T	Ugluk	5	5	7	9	Uruk	W		R					2	Marauding Band of Orcs	Elfhewer			
T	Orc tracker	3	0	3	8	orc	W		R					2		secret boo			
W	Orc grunt	1	0	2	9	orc	W							1					
T	Orc grunt	1	0	2	9	orc	W							1					
T	Orc brawler	1	0	3	8	orc	W							1					

@ Dol Guldur

U	The Mouth	9	4	6	8	Dun	W							D	0	Emissary of the Darklord
---	-----------	---	---	---	---	-----	---	--	--	--	--	--	--	---	---	--------------------------

0	Orc-Lieutenant		
0	0		
Elf-skin War Drum	0		
Orcs of Dol Guldur	Hail of Darts		
0	Regiment of Black Crows		
Hand: 8	MP: 8	SP: 2	PD: 74

Haz: Soldiers of the Dark Lord, Reaching Shadow

Untap

ORG

Play Hail of Darts on orcs. Emissary of the Darklord sends two spirit-magic cards to discard pile. Mouth stays. Others move to Buhr Widu.

MOVE

Ugluk, W-BL-DD-W-rl, region.

HL5, Elrond plays River on Buhr Widu.

Plays Wandering Eldar keyed to Border-lands. Elves.each.9p

Ugluk, no tap, $5p+3wp-3x+8roll=13$

Tracker tap, $3p+7roll=10$

Grunt wounded, $3p-2w+6roll=7$, bc.8=wounded.

Grunt taps, $3p+8roll=11$

Brawler taps, $3p+10roll=13$

+

Plays Snow in the Mountains keyed to High Pass.

No roll less than 8, all good.

+

HL1, Cirdan-x, Balin-x

HL1, Gandalf plays Veils Flung Away not counting against HL keyed to Border-land.

Tough roll. Ugluk. $10roll-1 = 9$, discarded along with Elfhewer, Orders from Lugbúrz, and Marauding. Others okay.

+

Lord of the Eagles keyed to High Pass, Animal,eagle-x.3s11p6b. Trouble!

Crept Along Cleverly hides from this eagle. It was the singing that attracted the elves.

Mouth, h.

HL2, Elrond-x, Cirdan-x, Balin plays Alone and Unadvised on Mouth.

SITE

Dol Guldur entered. Mouth taps to make an INF attempt vs. Orcs of Dol Guldur.

$4.d_i + 2.\text{card} - 1.\text{ScathaHome} + 9\text{roll} = 14 > 8$, pass.

END

Tough turn. Good news is good minions are still in deck.

Turn 5 @ Dead Marshes-T

	Orders from Lugbúrz																		
T	Lieutenant of Dol Guldur	9	5	7	9	Olog	W				Sa	2	High Helm						
T	Orc tracker	3	0	3	8	orc	W			R		2	Spiders Huge and Horrib	secret book					
T	Orc grunt	1	1	2	9	orc	W					1+							Dwarven Travelers

@ Dol Guldur-T

T	The Mouth	8	4	6	8	Dun	W				Sa	D	0	Emissary of the Darklord	Lieutenant Of Barad-Dûr				
T	Orc grunt	1	0	2	9	orc	W						0						

Troll henchman	Gold Ring that Sauron Fancies		
Orcs of Mirkwood	Marauding Band of Orcs		
Regiment of Black Crow	Fury of the Iron Crown		
Ukôg the Lame	Black-mail Coat		
0	0		
Hand: 8	MP: 11	SP: 2	PD: 51

Haz: Reaching Shadow, Scatha at Home

Untap

ORG

Emissary of the Darklord sends two cards to discard pile. Gorfaur moves to Buhr Widu. Mouth+ moves to Sarn Goriwing. Tracker no tap with hazard, 6roll-3=3<5+1,fail.

MOVE-tdae

Mouth, DD-W-sh, starter.

HL2, no hazards.

Gorfaur; SL-W-rl, region.

HL3, no hazards.

SITE

Buhr Widu entered, AA1-Trolls1s10p,

Goblins Are Upon You! Is played.

Grunt taps, 3p+1.res+6roll=10, tie.

Tracker taps to play Black-Mail Coat.

Gorfaur taps to play Regiment of Black Crows.

Sarn Goriwing entered. AA1-Orcs.3s5p. Extra strike to Mouth.

Mouth, no tap, 6p-3x+7roll=10.

Grunt taps, 2p+7roll=9.

Mouth taps to make an INF attempt on Orcs of Mirkwood.

+4.di+2.card+8roll=16>8, pass.

END

Turn 6 @ Buhr Widu-T

	Orders from Lugbúrz																		
T	Lieutenant of Dol Guldur	9	7	8	9	Olog	W				Sa		2	High Helm		Regiment of Black Crows			
T	Orc tracker	3	0	3	9	orc	W			R			2	Black-mail Coat		secret boo Spiders Huge and Horrible			
T	Orc grunt	1	0	2	9	orc	W						1						

@ Sarn Goriwing-T

T	The Mouth		7	4	6	8	Dun	W				Sa	D	0	Emissary of the Darklord	Lieutenant Of Barad-C			
T	Orc grunt		1	0	2	9	orc	W						0					

Troll henchman	The Goblins Are Upon You		
Gold Ring that Sauron Fancies	0		
Fury of the Iron Crown	Two or Three Tribes Present		
Forest-Troll	0		
Orc-Lieutenant	Orc-Guard		
Hand: 8	MP: 15	SP: 2	PD: 42

Haz: Candras/Scatha at Home; Agburanar aHunt

Haz: Reaching Shadow, Doors of Night, Host of Bats

Untap

ORG

Forest-Troll is played at Buhr Widu. Emissary of the Darklord sends two cards to discard pile. Mouth and Grunt move to Dol Guldur. Gorfaur+ move to Gladden Fields. Tracker no tap to remove hazard, 9roll-3x=6>5, pass.

MOVE-deat

Gorfaur; W-DD-BL-rl, region.

HL4, Dain-x, Evermist-x, alatar-x, Thorin-x, Thranduil-x

Mouth, W-DD-h, starter.

HL2, no hazards. Too many resources in hand.

SITE

Gladden Fields entered. AA1-Undead.1s8p.

Gorfaur, taps, 8p=auto.

Forest-Troll taps to play Gold Ring that Sauron Fancies tapping the site.

END

Turn 7 @ Gladden Fields-T

	Orders from Luginbúrz																		
T	Lieutenant of Dol Guldur	9	7	8	9	Olog	W			Sa		2	High Helm		Regiment of Black Crows				
U	Orc tracker	3	0	3	9	orc	W		R			1	Black-mail Coat		secret book				
T	Forest-Troll	4	0	4	8	troll	W		R			4	Gold Ring that Sauron Fancies						
U	Orc grunt	1	0	2	9	orc	W					1							

@ Dol Guldur-U

U	The Mouth	7	4	6	8	Dun	W			Sa	D	0	Emissary of the Darklord		Lieutenant Of Barad-Dûr				
U	Orc grunt	1	0	2	9	orc	W					0							

0	Orc-patrol	
Pierced By Many Wound	0	
Smart and Secret	fizzling torch	
Crept Along Cleverly	Orc shaman	
0	0	
Hand: 8	MP: 18	SP: 2 PD: 33

Haz: Bairanax/Scatha at Home

Haz: Reaching Shadow, Doors of Night, Redoubled Force

Untap

Forest-Troll makes CC with gold ring, Tracker taps to support, $-4-1+1+5\text{roll}=1$, pass.

ORG

Place Dwarven Ring of Dwalin's Tribe on Whispers of Rings. Emissary of the Darklord sends Slew the Great Warrior to play deck. Smart and Secret is played on Gorfaur. His company moves to Dol Guldur. Mouth and Grunt stay.

MOVE-ated

Mouth, h.

HL2, Alatar-x, Thorin plays Outpost.

Gorfaur; BL-DD-h, starter.

HL4, no hazards.

SITE

END

Forest Troll stores Gold Ring that Sauron Fancies at Dol Guldur, Both Orc Grunts tap to support CC, $-4-1+2+12\text{roll}=9$, pass.

Test, $-2+6\text{roll}=4$, play Magic ring of Delusion.

END

Turn 9 @ Ettenmoors-U

	Orders from Lugbúrz																		
T	Lieutenant of Dol Guldur	9	5	8	10	Olog	W			Sa		2	High Helm	Regiment	Smart and Secret				
T	Orc tracker	3	0	3	10	orc	W		R			1	Black-mail Coat						
W	Orc grunt	1	0	2	10	orc	W					1+							
T	Orc grunt	1	0	2	9	orc	W					1+							
T	Forest-Troll	4	0	4	9	troll	W		R			1							

@ Dol Guldur-U

T	The Mouth	7	4	6	8	Dun	W			Sa	D	1	Emissary of the Darklord	Lieutenant	secret boo
U	Orc shaman	4	0	3	7	uruk	W			Sa		2	Magic Ring of Delusion		

Carrion Birds	0
Calm-song	0
"Two-headed" Troll	fizzling torch
Crept Along Cleverly	0
Join With That Power	Slew the Great Warrior
Hand: 9	MP: 19
SP: 4	PD: 20

Res: Ordered to Kill

Haz: Tidings of Doubt and Danger, The Sun Shone Fiercely, Reaching Shadow, Stormcrow, Dark Designs of Mordor

Note: Balin and his dwarves are at Ettenmoors.

Untap

ORG

Emissary of the Darklord sends Grond to the playdeck. Everyone stays.

LONG discard The Sun Shone Fiercely

MOVE-ivpg

Mouth, h.

HL2, Imrahil plays Sand-drake OG.

HL2*, Pallando plays Foolish Words on Mouth. Then You've Put Your Finger In It on Shaman.

OG discarded.

Gorfaur; rl.

HL5, Pallando taps agent Sakalthor moving him from Henneth Annun to Druadan Forest.

Moves agent Glorin from Nennurad to Temple of Kondri Odchi.

HL2, none.

SITE

Ettenmoors entered. AA1-trolls.1s9p (tapped x1=2s10p). AA1-wolves.2s8p(tapped x1=3s9p)

Grunt taps to face both strikes from AA1.

1-Grunt taps, 3p-3x+8roll=8, wounded, bc.8.

1-Grunt wounded, 3p-3x-2w+7roll=5, bc.5.

Crept Along Cleverly cancels AA2.

Gorfaur taps to play Two-headed Troll tapping the site. Forest Troll taps to play Fizzling Torch.

END

Grond is played on Orcs of Mirkwood. Gift of Deceit played on The Mouth.

SITE

Celebannon entered. AA1-elves.3s8p, AA2-3s9p. tapped once, but Grond in play.

AA1-elves.4s6p

Gorfaur, no tap, 8p = auto

Twoheaded Troll, 5p = auto

ForestTroll no tap, 4p-3x+1roll=12.

Grunt 2p-2w+8roll=8.

+

AA2-elves.4s7p

Gorfaur, no tap, 8p = auto

ForestTroll no tap, 4p-3x+8roll=9.

Grunt 2p-2w+4roll=4, wounded. Bc.6=alive.

Grunt 2p-2w+8roll=8.

Forest-Troll taps to play To Satisfy the Questioner.

Gorfaur plays Slew the Great Warrior.

Gorfaur, taps, 7p+1.helm+5roll=13, plays trophy. Plays War-lord.

This troll now 9 mind, 9 DI, 9 prowess, 10 body with 2 trophies and a command.

END

Mouth taps to play Voices of Malice to discard Grasping and Ungracious.

TURN 13

There are guests at Dol Guldur.

@ Dol Guldur

Orders from Lugbúrz										Marching Companies									
U	Lieutenant of Dol Guldur	9	9	9	10	Olog	W			Sa	3	High Helm	Slew the G	Slew the G	Smart and Secret	War-lord			
U	"Two-headed" Troll	2	0	5	8	troll	W				a								
U	Regiment of Black Crows	1	x	x	x	animal					a								
W	Orc grunt	1	0	2	10	orc	W				1+								
W	Orc grunt	1	0	2	9	orc	W				1+								
T	Forest-Troll	4	0	4	9	troll	W		R		2	fizzling torch	To Satisfy the Questioner						

@ Thuringwathost

T	The Mouth	6	4	6	8	Dun	W			Sa	D	1	Emissary of the Darklord	Lieutenant	secret boc	Gift of Deceit			
T	Orc shaman	4	0	3	7	uruk	W			Sa		2	Magic Ring of Delusion						
T	Orc tracker	3	0	3	10	orc	W		R			1	Black-mail Coat	Counterfeit					

Lesser Brood	Calm-song
Orc brawler	Ukôg the Lame
Swarm of Bats	Bone-Basher
Voices of Malice	0
Elf-skin War Drum	Marauding Band of Orcs
Hand: 9	MP: 23
SP: 5	PD: 80

Haz: Fearful Sun, War-wargs, Reaching Shadow, Doors of Night, Agburanar at Home

UNTAP

ORG

Ukôg the Lame is played at Dol Guldur. Marauding Band of Orcs played on Ukôg the Lame.

Swarm of Bats played on the minions at Dol Guldur. To Satisfy the Questioner is stored.

Emissary of the Darklord shuffles Abduction.

Mouth moves to Barad Tathren. Others stay at Dol Guldur.

MOVE-tvsd

Gorfaur; h.

HL5, Theoden plays Muster Disperses on Orcs of Mirkwood, $7.gi+4roll=11>10$, pass.

HL3, Thranduil plays Twilight.

Mouth discards Secret Book to reveal site.

Mouth, SL-SL-W-BL-rl, region.

HL3, Theoden keys Ambusher to BL, men.2s10p, attacker.

Shaman taps, $3p+7roll=10$.

Tracker taps, $3p+8roll=11$.

Keys Mewlips to the site, a Swamp, undead.2s10p

Crept Along Cleverly cancels attack.

Keys Horse-lands to Rohan, men.each.10p6b.

Shaman plays Calm-song to make the attack detainment, $cc-2-3+4roll=-1$, taps.

Mouth, no tap, $6p-3x+7roll=10$, tie.

SITE

Barad Tathren entered. AA1-spiders.2s7p

Mouth, no tap, 6p-3x+8roll=11.

Shaman taps, 3p-1t+8roll=10.

Mouth taps to make an INF attempt on Lesser Brood.

+4.di-4.follower+2.card-3.site+7=6>5, pass taps the site.

Gift of Deceit taps to shuffle Join With That Power.

+

Combat with Thranduil's Elves.

Orders from Lugbúrz										Marching Companies	Swarm of Bats	Marauding Band of Orcs
T	Orc grunt	1	0	2	10	orc	W			0		
T	Orc grunt	1	0	2	10	orc	W			0		
U	Lieutenant of Dol Guldur	9	9	9	10	Olog	W		Sa	3	High Helm	Slew the G Slew the G Smart and Secret War-lord
U	"Two-headed" Troll	2	0	5	8	troll	W			a		
U	Regiment of Black Crows	1	x	x	x	animal				a		
T	Forest-Troll	4	0	4	9	troll	W		R	2	fizzling torch	
U	Ukög the Lame	5	2	4	9	Uruk	W			D	0	

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa	1	Horn of Arnor
U	Quickbeam	3	0	6	9	ent					a	
T	Wood-elf	3	0	3	8	silvan	W		R		1	Bow of Yew
T	Heladil	3	0	3	8	Sinda	W	Sc			3	elf-stone Great Bow of Yew
T	Aramacar	5	1	5	9	Sinda	W	Sc			0	
T	Mallorn-Dweller	3	0	4	9	nando	W	Sc			3	Bow of Yew Valiant Sword Wielder's Curse

- Two-headed Troll v Quickbeam
- Gorfaur v Heladil
- Ukog the Lame v Wood-elf
- Dweller v Forest-Troll, Grunt, Grunt playing Many Foes He Fought

Mouth

8	4	7	6	6
8	7	4	11	6

Thranduil of Mirkwood

5	8	8	7	10
6	6	4	6	10

Two-headed Troll taps, 5p+8roll=13.

Quickbeam taps, 6p+5roll=11, wounded, bc.8, alive.

Gorfaur, taps, 9p+4roll=13

Heladil tapped, 3p-1t+8roll=10, wounded, bc.7, alive.

Ukog taps, 4p+7roll=11

Woodelf tapped, 3p-1t+8roll=10, wounded, bc.4, alive.

Forest Troll, 4p-1t+7roll=10.

Dweller, 2p+2wp-1t+7roll=10

Wielder's Curse cc, $-1-2+7\text{roll}=4$.

Grunt, $2p-1t+6\text{roll}=7$, wounded, bc. $10+1(5)=\text{killed}$.

Dweller, $2p+2wp-1t-1s+10\text{roll}=12$

Wielder's Curse cc, $-1-2+9\text{roll}=6$.

Grunt, $2p-1t+2\text{roll}=3$, wounded, bc. $7+1(6)$, alive

Dweller, $2p+2wp-1t-2s+8\text{roll}=9$

Wielder's Curse cc, $-1-2+7\text{roll}=4$.

END

SITE

Dol Guldur entered.

Mouth taps to play voices of Malice to discard Lure of Expedience.

Hermit's Hill entered. AA1-men.3s6p

Gorfaur taps to face two strikes

Gorfaur, auto.

Gorfaur, auto.

Brawler, 3+2.res=auto

Fizzling Torch and a trophy are discarded.

Forest Troll taps to play Elf-skin War Drumtapping site.

END

[Forgot about the non-orc limit on Marauding Band of Orcs. Discard the card now.

Next deck will replace Forest-Troll with oRc-Tracker.]

Game Points: Troll Henchman, Two-headed Troll, Wisdom to Wield, Woodmen

TURN 17

@ Gladden Fields-U

T	Orders from Lugbúrz <i>Orc brawler</i>	1	0	3	8	orc	W						1	Marching Companies	Swarm of Bats	Something Has Slipped		
U	Lieutenant of Dol Guldur	9	12	9	10	Olog	W		Sa				2	High Helm	Slew the G	Slew the G	Steward's Guard	War-lord
U	"Two-headed" Troll	2	0	5	8	troll	W						a					
T	Regiment of Black Crows	1	x	x	x	animal							a					
T	Ukög the Lame	5	0	6	9	Uruk	W				D		2	Smart and Secret	Bone-Basher			
T	Forest-Troll	4	0	4	9	troll	W		R				1	Elf-skin War Drum				
U	Orc grunt	2	0	2	10	orc	W						0					

@ Sarn Goriwing-U

U	The Mouth	6	4	6	8	Dun	W		Sa	D	0	Emissary of the Darklord	Lieutenant Of Barad-E	Gift of De	Something Else at Work		
U	Orc shaman	4	0	3	7	uruk	W		Sa		2	Magic Ring of Delusion	You've Put Your Finger In It			Watchers at the Gate	
U	Orc tracker	3	0	3	9	orc	W		R		1	Black-mail Coat	Counterfeit				

Secrets of Their Forging	Fury of the Iron Crown
0	0
0	0
Great Lord of Goblin-gate	0
Uruk-Lieutenant	Orcs of Mirkwood
Hand: 9	MP: 34
SP: 5	PD: 47

Res: Tokens to Show,

Haz; Yavannas Plea, Curse Him Root and Branch, Protecting their Domain

Dark Shapes Gathered There, The Pack at the Door, Host of Bats

Reaching Shadow, Press-gang, Stormcrow, Doors of Night, Redoubled Force

at Home (Scatha, Bairanax, Agburanar, Ando-anca)

Many Shapes of Power and Fear

UNTAP

ORG

Emissary of the Darklord shuffles Swift Onset. Tracker taps to remove hazard (YPYFII),

8roll=pass.

Mouth stays. Others move to Rhosgobel where Thranduil is now.

MOVE-TdgrTn

Mouth, sh.

HL3, Thranduil keys Thranduil's Folk to the site. Elves.each.10p6b

Mouth, 6p+7roll=13, pass. Bc5

Shaman, 3p+6roll=9, wounded, bc.9=killed. Ring to Mouth.

Tracker, 3p-1t+2roll=4, bc.6, wounded.

HL1, Galadriel plays Despair of the Heart played on Tracker.

Gorfaur; BL-DD-fh, region.

Trees Have Ears (no effect)

HL5, Thranduil plays Gloom to have Gorfaur a -1 prowess.

HL3, Galadriel keys Beorning Toll to Anduin Vales. Men.each.11p6b

Regiment of Black Crows taps to put creature in hand. Creature played again.

[Swarm of Bats] 10p5b

The Goblins Are Upon You played.

Gorfaur, $9p+7\text{roll}=16$, pass. Bc.7, defeat

TH Troll, $5p+8\text{roll}=13$, bc.9, defeat

Ukog, $4p+4w+1\text{res}+3\text{roll}=12$, bc.8, defeat

ForestTroll, $4p+3\text{roll}=7$, wounded. Bc.4, alive

Something Has Slipped active.

Grunt, $2p+1\text{res}-2\text{haz}+4\text{roll}=5$, wounded, bc.4+1=5, alive

Brawler, $3p+1\text{res}+8\text{roll}-2\text{haz}+10$, tie.

SITE

Rhosgobel entered.

No AA.

Cvcc with Thranduil.

T	Orders from Lugbûrz Orc brawler	1	0	3	8	orc	W							1	Marching Companies	Swarm of Bats	Something Has Slipped		
T	Lieutenant of Dol Guldur "Two-headed" Troll	9	12	9	10	Olog troll	W			Sa				2	High Helm	Slew the G	Slew the G	Steward's Guard	War-lord
T	Regiment of Black Crows	1	x	x	x	animal								a					
T	Ukôg the Lame	5	0	6	9	Uruk	W				D			2	Smart and Secret	Bone-Basher			
W	Forest-Troll	4	0	4	9	troll	W			R				1	Elf-skin War Drum				
W	Orc grunt	2	0	2	10	orc	W							0					

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W			R	Sa			2	Towers Destroyed				Wardens
T	Quickbeam	3	0	6	9	ent								a	Horn of Amor	Bow of Yew			Clean the
W	Aramacar	5	1	5	9	Sinda	W	Sc						1	Arrows shorn of ebony				
W	Mallorn-Dweller	3	0	4	9	nando	W	Sc						3	Bow of Yew	Valliant Sword	Wielder's Curse		
T	Heladil	3	0	3	8	Sinda	W	Sc						2	Great Bow of Yew				
T	Arhendhil	5	8	3	9	Sinda			R	Sa				1	elf-stone				
T	Legolas of Greenwood	4	0	4	8	Sinda	W	Sc						0					

Bone-basher to reduce excess strikes of 1 to zero.

Mouth (0p, Orcs -1 body > Something Has Slipped, Swarm of Bats, Goblins Are Upon You) (Trolls, -1p)

Thranduil of Mirkwood (-1 body). Bow of Yew tapped for strike against Legolas.

Bow of Yew tapped against strike against Thranduil.

Thranduil of Mirkwood, 7p-1

Quickbeam, 6p-1t

Aramacar, 5p-2w

Mallorn-Dweller, 2p+2w-2w

Heladil, 3p+2w-1t

Arhendhil, 3p-1t

Legolas of Greenwood, 4p-1t

v Brawler, 3p+1res-1t-2haz+1swarm

v HeadT, 5p-1t-2haz+1swarm

v ForestTroll, 4p-2w-2haz+1swarm

v Gorfaur 9p-1t-2haz+1swarm

v Ukog, 4p+4w+1res-1t-2haz+1swarm

x

v Grunt, 2p+1res-2w-2haz+1swarm

Thranduil, 6+6roll=12

Quickbeam, 5+9roll=14

Aramacar, 3+6roll=9; w, bc.6

Dweller, 2+9roll=11; w, bc.5+1w+1swarm

Heladil, 4+8roll=12

Legolas, 3+5roll=8

Brawler, 2-2bow+7roll=7; w, bc.6+1<8+1smart

HeadT, 3+7roll=10; w, bc.5

ForestT, 1+10roll=11

Gorfaur, 7+5roll=12

Ukog, 7+2roll=9; w, bc.8+1res-1=8, discard

Grunt, 0-2bow+9roll=7; w=bc.8 = discard

Mouth

7	7	10	5	2	9	12
6	5	6	5	6	10	7

Thranduil

6	9	6	9	8	5	6
6	5	11	6	8	8	6

TURN 19

@ Dol Guldur-U

	Orders from Lugbúrz											Marching Companies	Swarm of Bats	Something Has Slipped				
												Orders from Lugbúrz						
U	Lieutenant of Dol Guldur	9	12	9	9	Olog	W			Sa	2	High Helm	Slew the C	Slew the C	Steward's Guard	War-lord	Foolish W	
W	"Two-headed" Troll	2	0	5	8	troll	W											
U	Regiment of Black Crows	1	x	x	x	animal					a							
W	Orc brawler	1	0	3	8	orc	W				1							
W	Forest-Troll	4	0	4	8	troll	W		R		1	Elf-skin War Drum	So You've Come Back					
T	The Mouth	6	4	6	8	Dun	W			Sa	D	0	Emissary of the Darklord	Lieutenant Of Barad-f	Gift of De	Somethin	Familiar	Magic Rir
W	Orc tracker	3	0	3	9	orc	W		R			3	Black-mail Coat	Counterfei	Despair of the Heart	So You've Come Ba		

Secrets of Their Forging	Fury of the Iron Crown
Elfhewer	Weigh All Things To A N
Voices of Malice	Doors of Night
Spiders of Mirkwood	0
0	0
Hand: 9	MP: 27
SP: 5	PD: 24

Res: Tokens to Show, Patrol the Area (Rad)
 Haz; Yavannas Plea, Curse Him Root and Branch, Press-gang, Doors of Night,
 The Way is Shut,
 at Home (Leucaruth, Bairanax, Ando-anca), Many Shapes of Power and Fear

UNTAP

ORG

Mouth plays Voices of Malice to remove SYCM on Forest Troll, cc-2+10roll=8.
 Gorfaur transfers High Helm to Mouth, cc-2+7roll=5, pass. Tracker stores Coat, cc-3+10roll=7.
 Weigh All Things shuffles Orcs of Mirkwood. Gift of Deceit shuffles Voices of Malice.
 Elf-Skin war Drum fetches Smart and Secret, play it on Gorfaur.
 Mouth+ stays. Gorfaur+ moves to Goblin-Gate.

MOVE-rgTdTn

Mouth, h
 HL2, Radagast heals Wyrmslayer.

Gorfaur; DD-BL-W-sh, starter
 HL3, Radagast keys Men of the Woods to Anduin Vales, men. Each.10p6b
 Ally RBC takes creature to hand. Plays creature again.
 Gorfaur, 8p-3x+8roll=5, failed bc11
 2Troll, 5p-1t+7roll=11, failed. bc.6
 Orc brawler, 3p-1t+9roll=11, failed, bc.4
 Forest-Troll, 4p-1t+7roll=10, tie.
 +
 Keys Ents in Search of EW to BL, 1s14p8b (CHRT+YP = 2s15p9b)
 Gorfaur, 8p+10roll=18, failed. Bc.3
 Brawler, 3p-1t = wounded, bc8, discarded.

SITE
 END

SITE

Gladden Fields entered. AA1-undead.1s8p

TwoTroll, 5p+9roll=14

Gorfaur taps to play Gold Ring that Sauron Fancies. Taps site.

Forest Troll makes a cc fromLureExp, cc-1.drum-2.lure= auto.

+

Mountains of Mirkwood, AA1-spiders.3s7p (DON+WoW=4s8p)

The Mouth, 7p-3x-2s+10roll=11

Orc tracker, 3p-1t+2roll=3, bc.2

Mouth taps to make an INF attempt on Spiders of Mirkwood

+4.di+2.card+2.hm-1.scatha+7roll=14>12, pass taps site

END

SITE

AMON LHAW entered. AA1-none given

Gorfaur taps to use Secrets of Their Forgings to play Dwarven Ring of Dwalin's Tribe.

END

Azog: $5.gi+9roll=14$; discard faction.

Celebannon entered. AA1-elves.3s8p, AA2-elves.3s9p; x1

AA1-elves.4s9p

Gorfaur, $8p+2ring-3x-1s+3roll=9$

"Two-headed" Troll, $5p-2w+8roll=11$

Orc veteran, $4p-1t+12roll=15$

AA2-elves.4s10p

Gorfaur, $8p+2ring-3x-1s+6roll=12$

"Two-headed" Troll, $5p-2w+3roll=6$, bc.1w+7roll

Orc veteran, $4p-1t+8roll=11$

Cvcc against Thranduil of Mirkwood

U	Lieutenant of Dol Guldur	9	10	10	11	Olog	W			Sa	4	War-lord	Smart and Dwarven Ring of Dwálin's Tribe Foolish W Elf-skin W
W	"Two-headed" Troll	2	0	5	8	troll	W				a		Slew the C Slew the C Steward's Guard
T	Regiment of Black Crows	1	x	x	x	animal					a		
T	Orc veteran	2	0	4	8	orc	W				1		

T	Arhendhil	5	4	3	9	Sinda			R	Sa	0	Trusted Counsellor	Diminish and Depar
T	Othar	4	1	4	8	Sinda	W			D	0		

Gorfaur v Arendhil

Othar v TwoHead

+

Gorfaur, $8p+2ring-3x+7roll=14$

Arhendhil, $3p-1t+7roll=9$, bc.+1delta+5roll=6

TwoHead, $5p-2w+10roll=13$

Othar, $4p-1t+8roll=11$, wounded. bc.7

Mouth

1	2
7	10
5	4

Thranduil

1	2
7	8
7	7

Gorfaur taps to take prisoner Arhendhil with all wounded.

END

SITE

Dol Guldur entered.

Combat with Thranduil

U	Lieutenant of Dol Guldur	9	10	10	11	Olog	W			Sa	4	War-lord	Smart and Dwarven Ring of Dwálin's Tribe Foolish W Elf-skin W
	Arhendhil												Slew the C Slew the C Steward's Guard
W	"Two-headed" Troll	2	0	5	8	troll	W				a		
T	Regiment of Black Crows	1	x	x	x	animal					a		
U	Orc veteran	2	0	4	8	orc	W				1		

T	The Mouth	6	6	7	9	Dun	W			Sa	D	2	Emissary of the Darklord	Lieutenant High Helm Gift of Deceit	Familiar
W	Orc sniffer	2	0	2	8	orc	W	Sc				1			
W	Orc tracker	3	1	4	8	orc	W		R			1		Counterfeit	

T	Thranduil of Mirkwood	9	8	9	9	Sinda	W			R	Sa	3	Towers Destroyed			
W	Quickbeam	3	0	6	9	ent						a	Bow of Yew	He is Lost Valiant Sword		
W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1				
T	Legolas of Greenwood	2	0	6	8	Sinda	W	Sc	R			5	Great Bow of Yew	Prince of Mirkwood Ungolcris	Horn of Air	
W	Wood-elf	3	0	3	8	silvan	W		R			1		Bow of Yew		

Gorfaur, $7p+1y+2ring+7roll=17$

Thranduil, $7p+2wp-1t+8roll=16$, wounded. Bc.5

Veteran, $4p+7roll=11$

Quickbeam, $6p-2w+3roll=7$, wounded. Bc.1w+7roll=8

2Head, $5p-3x+8roll=10$, +1w+1delta+6roll=8

Legolas, $4p+2wp-1t+11roll=16$

Sniffer, $2p-2w+2roll=2$, wounded. Bc.+1w+7roll=8 DISCARDED

Dweller, $2p-2w+5roll=5$

Tracker, $3p-2w+1y+7roll=9$

Woodelf, $3p-2w+8roll=9$

mouth

1	2	3	4	5
7	7	8	2	7
5	7	8	5	10

Thranduil

1	2	3	4	5
8	3	11	5	8
8	8	6	7	9

END

T	Lieutenant of Dol Guldur	9	10	10	11	Olog	W		Sa	4	War-lord	Smart and Dwarven Ring of Dwalin's Tribe Foolish W Elf-skin W
	Arhendhil											Slew the C Slew the C Steward's Guard
W	"Two-headed" Troll	2	0	5	8	troll	W			a		
T	Regiment of Black Crows	1	x	x	x	animal				a		
T	Orc veteran	2	0	4	8	orc	W			1		

Gorfaur, cc-4+5roll=1, pass.

				THRANDU
			36	17
C	8	Dol Guldur	7	3
I	7	Rhovanion	10	2
F	7	vs. Thranduil	6	4
A	1	Wilderland	2	2
M	6	Factions/Horses	5	2
K	3	Orcs	6	4

36	Marshall Points			
3	The Mouth		1	Regiment of Black Crows
3	Lieutenant of Dol Guldur		1	"Two-headed" Troll
1	Orc tracker		1	Slew the Great Warrior
2	High Helm		1	Slew the Great Warrior
1	Black-mail Coat		3	To Satisfy the Questioner
2	Magic Ring of Delusion		1	Dwarven Travelers
1	Elf-skin War Drum		1	Steward's Guard
4	Dwarven Ring of Dwálin's Tribe		2	Beechbone
1	Orcs of Dol Guldur		2	Thranduil's Folk
3	Spiders of Mirkwood			
1	Snaga-hai			
1	Lesser Brood			

	top	Sites in DP		
t01		Goblin-gate	elfhewer	secret book
	t02	Dol Guldur	Orcs of Dol Guldur	
t04		Dead Marshes	High Helm	
t05		Buhr Widu	Black-mail Coat	Regiment of Black Crows
t05		Sarn Goriwing	Orcs of Mirkwood	
t06		Gladden Fields	Gold Ring that Sauron Fancies	
t09		Ettenmoors	"Two-headed" Troll	fizzling torch
	t10	Woodmen-town	Slew the Great Warrior	
t11		Celebannon	To Satisfy the Questioner	Slew the Great Warrior
t12		Thuringwathost	Snaga-hai	
t13		Barad Tathren	Lesser Brood	
t14		Hermit's Hill	Elf-skin War Drum	
t15		Moria	Bone-Basher	
t20		Gladden Fields	Gold Ring that Sauron Fancies	
t20		Mountains of Mirkwood	Spiders of Mirkwood	
t21		amon Lhaw	Secrets of Their Forgings	

1	Elfhewer	0	s01,p d02		h13,d14, w16,h18,c	
2	Bone-Basher	0	h09,p15		x	
3	Black-mail Coat	0	h04,p05		x	
4	High Helm	0	h02,p04		x	
5	Elf-skin War Drum	0	h01,d02		h12,p14	
6	Gold Ring that Sauron Fancies	0	h04,p test07		h19,p20	
7	fizzling torch	0	h06,p09		d14	h24,d24
8	Orcs of Dol Guldur	0	h01,p02		x	
9	Orcs of Mirkwood	1	h04,p05	d	h17,d18	h23
10	Sled-horde	0	h01,d01		h17,d17	
11	Snaga-hai	0	h10,p12		x	
12	secret book	0	s01,p01		x	
13	Regiment of Black Crows	0	h01,p05		x	
14	To Satisfy the Questioner	0	h10,p11		x	
15	Hail of Darts	0	s01,p01		h15,d15	h22,d22
16	Hail of Darts	0	h01,p02		h18,d18	h23,d23
17	Hail of Darts	0	h03,p04		h20	
18	Swarm of Bats	1	h11,p13		h12,p13	h23
19	The Goblins Are Upon You	0	s01,p01		h13,d14	h21
20	The Goblins Are Upon You	0	h05,p05		h17,p17	
21	The Goblins Are Upon You	0	h05,d06		h19,d20	
22	Crept Along Cleverly	0	h01,p02		h13,p13	h22,p23
23	Crept Along Cleverly	0	h02,p04		h14,d14	
24	Crept Along Cleverly	0	h06,p09		h14,p15	
25	Piercing All Shadows	0	h02,d02		h18,d18	
26	Join With That Power	0	h08,c gift1	h12,	gd12,h13	h21,p23
27	Join With That Power	0	h10,d10		h17,d18	
28	Get You Gone	0	h09,d10		h17,d17	h22,d23
29	Crack in the Wall	0	s01,d01		h20,d21	
30	Crack in the Wall	0	h07,p08		h21,d22	
31	Voices of Malice	1	h01,c gift10		h12,p14, w19	
32	Voices of Malice	1	h07,p08		h18,p18	h23,p24
33	Voices of Malice	1	h10,p11		h20,p21	h24
34	Smart and Secret	0	h06,p08		x	
35	Marauding Band of Orcs	0	s01,p w02	h04,	h12,p13	h21,d21
36	Marching Companies	0	h09,p10		x	
37	Weigh All Things To A Nicety	1	s01,p01		h15,p16	h21,p22
38	Weigh All Things To A Nicety	1	h02,p03		h18,p19	h24
39	Weigh All Things To A Nicety	1	h07,p08		h20,d20	
40	Lieutenant Of Barad-Dûr	0	h02,p03		x	

1	Carrion Birds	0	h04,d04	h16,d16	h21,p21
2	Carrion Birds	0	h07,d09	h18,d18	h22,pc23
3	Carrion Birds	0	h11,d11		
4	Hobgoblins	0	h05,k05		
5	Hobgoblins	0	h06,p06	h14,p14	h21,p21
6	Hobgoblins	0	h09,d09	h16,p16	h23,p24
7	Orc-Watch	0	h04,c04	h20,p20	h22,k22
8	Orc-Watch	0	h07,p07	h21,p21	out23
9	Orc-Watch	0	h08,p08		
10	Orc-Guard	0	h04,k04		
11	Orc-Guard	0	h05,p06	h12,p12	k20
12	Orc-Guard	0	h09,k10		
13	Orc-Lieutenant	0	h01,d02	h13,k14	
14	Orc-Lieutenant	0	h05,p06	h14,p16	h22,p23
15	Orc-Lieutenant	0	h06,fury06		
16	Orc-patrol	0	h01,p01	h08,p08	h14,k14
17	Orc-patrol	0	h06,p07	h15,d16	h23,k23
18	Orc-patrol	0	h08,k08		
19	Bairanax at Home	0	h06,p06	h16,p17	
20	Doors of Night	0	h02,p02	h18,p18	h23,d23
21	Doors of Night	0	h03,p03	h18,d19	
22	Host of Bats	0	h05,p05	h13,p14	h23,p23
23	Host of Bats	0	h11,d11	h16,p16	h24,p24
24	Twilight	0	h02,p02	h18,p18	h21,p22
25	Twilight	0	h07,p08	h19,p19	
26	The Burden of Time	0	h11,p12		
27	New Moon	0	h01,p01	h15,p15	
28	Two or Three Tribes Present	0	h02,d03	h14,p14	h21
29	Two or Three Tribes Present	0	h03,d03	h18,d18	
30	Two or Three Tribes Present	0	h05,p06	h18,d18	
31	Fury of the Iron Crown	0	h04,p06	h14,d19	
32	Fruitless Victory	0	s01,p01	h13,d13	aware
33	Fruitless Victory	0	h05,f05	h14,d15	h22,p22
34	Fruitless Victory	0	h07,f07	h20,d20	
35	Pierced By Many Wounds	1	h06,p07	h13,d13	h23
36	An Unexpected Outpost	0	h04,p04	h16,d16	h23,p23
37	An Unexpected Outpost	0	h06,p06	h19,p19	
38	An Unexpected Outpost	0	h09,p09	h20,p20	
39	Reaching Shadow	0	h07,d07	h18,d18,o20,h20,p20	
40	Redoubled Force	0	h03,p03	h16,p16,w20,h20,p20	

	SIDEBOARD	0					
1	Dwarven Ring of Dwálin's Tribe	0	wh.06				
2	Magic Ring of Delusion	0	wh.0	p07	x		
3	secret book	0					h23,d23
4	Spiders of Mirkwood	0	em08			h18,p20	
5	Lesser Brood	0	weigl	h11,p13	x		
6	"Two-headed" Troll	0	pd01	h08,p09	x		
7	Great Lord of Goblin-gate	0				h15,d17	
8	Slew the Great Warrior	0	pd04	h08,p10	x		
9	Slew the Great Warrior	0	pd07	h09,p11	x		
10	Long Grievous Siege	0	dp03			h13,p15	h24
11	Secrets of Their Forging	0	dp03			h13,p21	
12	I'll Be At Your Heels	0			pd18	h19,d19	h21
13	Abduction	1	dp05			h17,d17	h23
14	Abduction	1	dp05			h19,d19	
15	Driven As By A Madness	0	em08			h20,p21	weigh22
16	Calm-song	0		ring08		h13,p13,	mr15,p20
17	Familiar	0	dp02			h18,p18	
18	Counterfeit	0	pd11	h11,p12	x		
19	Grond	0	pd08	h09,p09	x		
20	Patrol the Area	0	dp02				
21	War-lord	0	pd10	h10,p11	x		
22	Breeder's Stock	0	dp06			h18,d18	h23
23	Gift of Deceit	0	weigl	h09,p09	x		
24	Under His Fist	0	dp06			h20,d20	
25	Swift Onset	0	pd17			h19,p20	
26	Uruk-Lieutenant	0	ex1			h14,d15	h21,k23
27	Uruk-Lieutenant	0	ex1			h15,p18	h23
28	Uruk-Lieutenant	0	ex1			h17,p18	
29	Choked with Vanity	0					
30	New Moon	0				h15,p18	h22,p22,o
31	New Moon	0					h23,p23
32	Redoubled Force	0	out.04			h13,p13	
33	Tidings of Bold Spies	0	out.0	h08,p08		h13,p13	h24,p24
34	Tidings of Bold Spies	0	out.06			h17,p18	
35	Host of Bats	0	out08	h11,d11			
36	Tribal Banner	0	ex1			h14,d15	h21,d22
37	Tribal Banner	0	ex1			h15,p16	h22,p22
38	Tribal Banner	0	ex1			h19,d19	h23,p23
39	Pierced By Many Wounds	1	ex1			h14,d14	h21,p21
40	Pierced By Many Wounds	1	ex1			h19,d20	

	The Mouth	0	start					
	Orc Captain	0	start	d02				
	Orc tracker	0	start					
	Orc grunt	0	start	d13				
	Orc grunt	0	start					
	Orc brawler	1	start	d04		h12,p14	h24	
		0						
		0						
	Orders from Lugbúrz	0	start	d02		h18		
	Emissary of the Darklord	0	start					
	Whispers of Rings	0	start					
		0						
		0						
		0						
GP	Troll Henchman	0	pd20				h23,d23	
GP	"Two-headed" Troll	0	ex2				h24,d24	
GP	Wisdom to Wield	1	ex2					
GP	Woodmen	0	ex2					

1	Lieutenant of Dol Guldur	0	h02,p04		x			
2	Orc shaman	0	h06,p08		k17			
3	Ukôg the Lamé	0	h03,c weigh08		h12,p13			
4	Forest-Troll	0	h05,p06		x		k23	
5	Orc tracker	0	h03,d03					
6	Orc veteran	0	h09,d10		h17,d17		h20,p21	
7	Orc archer	0	H03,d06		h19,d19			
8	Orc archer	0	h09,d10		h14,d14			
9	Orc sniffer	1	h01,d01		h12,d12		h22,p23	
10	Orc sniffer	1	h03,d03		h12,d12		h24	
11		0						
12		0						
13		0						
14		0						

	Dead Creatures	top					
t04	Orc-Guard	elrond					
t05	Hobgoblins	dain					
t06	Orc-Lieutenant	dain	fury of Iron crown			killed Mountaineer	
t08	Orc-patrol						
t13	Orc grunt	thranduil			cvcc		
t14	Fruitless Victory	saruman			aware		
t14	Orc-Lieutenant	denethor					
t14	Orc-patrol	denethor					
t17	Orc shaman	thranduil		thrand folk			
t18	Uruk-Lieutenant	thrain					
t20	Orc-Guard	thrain					
t22	Fruitless Victory						
t22	Orc-Watch						
t23	Forest-Troll	thranduil			giant spiders		
t23	Orc-patrol	thranduil					
t23	Uruk-Lieutenant	thranduil					

outpost	6		3	Doors of Night	
Twilight	0		0	Choked with Vanity	
Hobgoblins	6		4	Fruitless Victory	
Orc-patrol	6		0	Fury of the Iron Crown	
Orc-Watch	7		5	Host of Bats	
Orc-Guard	4		4	New Moon	
Orc-Lieutenant	5		2	Pierced By Many Wounds	
Uruk-Lieutenant	4		1	Reaching Shadow	
Carrion Birds	2		4	Redoubled Force	
Bairanax at Home	2		1	The Burden of Time	
			4	Tidings of Bold Spies	
			3	Tribal Banner	
			2	Two or Three Tribes Present	

MOUTH	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Gandalf	0	0	0	0	0	0	0	0	0	0	Doors of I	0	0	0	0	0	outpost	0	0	0	0
Elrond	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Orc-watch	Orc-guarc	Fruitless \	0	0
Cirdan	New Moon	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Balin	Orc-patrol	Fruitless V	0	0	0	0	0	0	0	0	Doors of I	0	0	0	0	0	Redouble	0	0	0	0
Radagast	0	0	0	0	0	0	0	0	0	0	Doors of I	0	0	0	0	0	outpost	0	0	0	0
Galadriel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Thranduil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Thrain	0	0	0	0	0	0	0	0	0	0	Uruk-Lieu	Uruk-Lieu	Tidings of	0	0	0	0	0	0	0	0
Alatar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Tidings of	0	0	0	0
Evermist	0	0	0	0	0	0	0	0	0	0	Bairanax	Orc-Guarc	0	0	0	0	0	0	0	0	0
Thorin	Host of Ba	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dain	Hobgoblin	Fruitless V	0	0	0	0	0	0	0	0	Outpost	Two or Th	Hobgoblir	Orc-Lieut	Orc-Lieut	0	0	0	0	0	0
Pallando	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Guild	0	0	0	0	0	0	0	0	0	0	Orc-Guarc	0	0	0	0	0	0	0	0	0	0
Imrahil	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Valdaci	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Saruman	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	New Moo	0	0	0	0
Denethor	0	0	0	0	0	0	0	0	0	0	Two or Th	Orc-Lieut	Orc-patrol	Hobgoblir	0	0	0	0	0	0	0
Theoden	Host of Ba	Redouble	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Vidugavia	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
THRANDUIL	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5th hazard player	0	0	0	0	0	0	0	0	0	0	Orc-Watcl	Pierced B	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
THRANDUIL	Hobgoblin	Carrion Bil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Uruk-Lieut	Fruitless V	New Moo	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Orc-patrol	Carrion Bil	outpost	Uruk-Lieu	Orc-Lieut	0	0	0	0	0	Tribal Bar	New Moo	Host of B	0	0	0	0	0	0	0	0
	Hobgoblin	Host of Ba	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Radagast	Pierced B	Orc-Watch	0	0	0	0	0	0	0	0	Orc-Watc	Tribal Bar	0	0	0	0	0	0	0	0	0
Galadriel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Thrain	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Bottom three rows are hazards played in last four turns not by main hazard player.
Cards below tan line are in last four turns.

	top	mouth	gorfaur	leader	squat	mouth	gorfaur	leader	squat	MP	DP	AVATAR						
	1	DG		DG		DG		Ggate		6	82	pd	elfhewer					
	2	d-Ugluk	DG	Ggate		DG		Buhr Widu		8	74	dp	Veils discards Ugluk and Elfhewer				Orcs of DG played.	
	3		DG		Buhr Widu	DG		DG		5	65	dp						
	4		DG	DG		DG	Dead Marshes			6	58	pd	High Helm					
	5		DG	Dead Marshes		Sarn Gori	Buhr Widu			11	51	dp	Black-mail Coat	Regiment of Black Crows			Orcs of Mi	
	6	Forest Troll	Sarn Goriv	Buhr Widu		DG	Gladden Fields			15	42	dp	Gold Ring that Sauron Fancies					
	7		DG	Gladden Fields		DG	DG			18	33	pd	test grsf=MR					
	8	Orc Shaman	DG	DG		DG	Ettenmoors			18	25	dp						
	9		DG	Ettenmoors		DG	Ettenmoors			19	20	pd	fizzling torch	"Two-headed" Troll				
	10		DG	Ettenmoors		DG	Woodmen-town			20	11	pd	Slew the Great Warrior					
	11		DG	Woodmen-town		Thuringwa	Celebannon			21	7	pd	Slew the Great Warrior	To Satisfy the Questioner				
87	12		Thuringwa	Celebannon		Thuringwa	DG			22	1		Snaga-hai					
	13	Ukóg the Lame	Thuringwa	DG		Barad Tatt	DG			23	80	pd	Lesser Brood					
	14		Barad Tatt	DG		DG	Hermit's Hill			29	69	pd	Elf-skin War Drum					
	15		DG	Hermit's Hill		DG	Moria			30	57	pd	Bone-Basher					
	16		DG	Moria		Sarn Gori	Gladden Fields			33	52							
	17		Sarn Goriv	Gladden Fields		Sarn Gori	Rhosgobel			34	47	pd		Ukog, Basher discarded				
	18		Sarn Goriv	Rhosgobel		DG	DG			27	39	pd						
	19		DG	DG		DG	Goblin-Gate			27	24							
78	20		DG	Goblin-Gate		Mountains	Gladden Fields			27	16	pd	Gold Ring that Sauron Fancies				Spiders of Mirkwood	
	21	Orc veteran	Mountains	Gladden Fields		DG	Amon Lha' Amon Lhaw			34	79	pd	Secrets of Their Forgings					
	22		DG	Amon Lha' Amon Lhaw		DG	DG			36	68							
	23	Orc sniffer	DG	DG		Gondmae	Celebannon			35	62	pd						
	24		Gondmae	Celebannon		DG	DG			34	48	pd						
										36	37							

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 13.

Blue font = initiated CvCC OR INFLUENCE ATTEMPT

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sideboard cards to discard pile; pd=playdeck from sideboard; p. = tap to play (faction, ally, item).

Stk = face strike, +W = body check, sup=tap to support character.

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Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
1		5	Dol Guldur						haven	Dol Guldur						
		2	Dol Guldur	dd-bl-w	Marauding Ba Hail of Darts	1	6		SH	Goblins Are Upon You	Goblin-Ga	orcs	Elfhewer	Secret Book		
2		2	Dol Guldur						haven	Dol Guldur					o. Dol Guldur	
	discard-Ugluk	5	Goblin-Gate	w-bl-dd-w	Hail of Darts	1	5		Ruins	Veils Flung Away	Buhr Widu					
3		2	Dol Guldur		Lt. Barad-dur				haven	Dol Guldur						
		4	Buhr Widu	w-dd		1	7		haven	Dol Guldur						
4		4	Dol Guldur						haven	Dol Guldur						
	Gorfaur	2	Dol Guldur	dd-sl			3	1	SH	Crept Along Cleverly	Dead Mar	undead	High Helm			
	discard-Brawler															
5		2	Dol Guldur	dd-w			2		SH		Sarn Goriv	orcs			o.Mirkwood	
		3	Dead Marshes	sl-w			1		Ruins	Goblins Are Upon You	Buhr Widu	troll	Black Mail-coat			Regiment
6		2	Sarn Goriwing	sl-dd					haven	Dol Guldur						
	Forest Troll	4	Buhr Widu	w-dd-bl			1		Ruins	Gladden F	undead	Gold Ring that Sauron Fancies				
7		2	Dol Guldur						haven	Dol Guldur						
		4	Gladden Fields	bl-dd			2		haven	Dol Guldur			test=mr.Delusion			
8	Shaman	2	Dol Guldur		Voices of Malice		1		haven	Dol Guldur						
		5	Dol Guldur	dd-bl-w-w	Crack in the We	2	5	2	Ruins	Ettenmoors						
9		2	Dol Guldur						haven	Dol Guldur						
		5	Ettenmoors			1	2		Ruins	Crept Along Cleverly Grond	Ettenmoor	wolf, troll	Fizzling Torch			Two-head
10		2	Dol Guldur					1	haven	Dol Guldur						
		5	Ettenmoors	w-w-bl-w	Marching Companies		6		bh	Woodmen men						Slew the Great Warr
11		2	Dol Guldur	dd-sl	Voices of Malice		2		SH	Thuringwathost						
		4	Woodmen-Tow	w-w		1	9		f	Celebann	elves, elves	Slew the Great War	To Satisfy the Quest			
		2	Woodmen-Tow	w-dd-sl					SH	Thuringwathost						
12		3	Thuringwathost				3		SH	Thuringwai	orcs			Snaga-hai		
		4	Celebannon	w-w-sl					haven	Dol Guldur						

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
13		3	Thuringwathost	sl-sl-w-bl			7		Crept Along Cleverly	Ruins	Barad Tatt	spiders		Calm-son	Lesser Brood	
	Ukog	5	Dol Guldur		Marauding Ba	2	6		CvCC on Thranduil	haven	Dol Guldur					
	bc=Grunt				Swarm of Bats											
14		3	Barad Tathren	bl-w-bl-dd				1								
	Brawler	5	Dol Guldur	dd-bl-w			5		Goblins Are Upon You	Ruins	Hermit's H	men	Elf-skin	War Drum		
15		3	Dol Guldur													
		5	Hermit's Hill	w-w			4		Crept Along Cleverly	SH	Moria	orcs	Bone-basher			
16		3	Dol Guldur	dd-w						SH	Sarn Goriwing					
		5	Moria	w-w-bl			5			Ruins	Gladden Fields					
17	bc=Shaman	3	Sarn Goriwing			2	3			SH	Sarn Goriwing					
	discard=Ukog & Grunt	5	Gladden Fields	bl-dd		6	12		Goblins Are Upon You	f	Rhosgobel					
									CvCC on Thranduil							
18		2	Sarn Goriwing	w-dd			1	1	Voices of Malice	haven	Dol Guldur					
		3	Rhosgobel	dd						haven	Dol Guldur					
19		2	Dol Guldur		Voices of Malice			2								
	discard=brawler	3	Dol Guldur	dd-bl-w		4	6	1		SH	Goblin-Gate					
20		2	Dol Guldur	dd-w		1	6	2	Calm-song	Ruins	Mountains	spiders		Spiders of Mirkwood		
		2	Goblin-Gate	w-bl			1	1		Ruins	Gladden F	undead	Gold Ring	that Sauron Fancies		
21		2	Mountains of Mi	w-dd	Voices of Malic	1	1	2	Driven As By a Madness	haven	Dol Guldur					
		2	Gladden Fields	bl-dd-sl		1	3			Ruins	Amon Lhaw					Secrets of Their For
	Veteran	2	Dol Guldur	dd-sl						Ruins	Amon Lhaw					
22		2	Dol Guldur							haven	Dol Guldur					
		3	Amon Lhaw	sl-dd						haven	Dol Guldur					
23	Sniffer	3	Dol Guldur	dd-bl-sl				1	Crept Along Cleverly	Lair	Gondmaeglom			Grey Mountains	Goblin	
	bc=Forest Troll	3	Dol Guldur	dd-w-w		4	12		CvCC on Thranduil	f	Celebann	elves,elves			prisoner-Arhendhil	
24			Gondmaeglom	sl-bl-dd		1	5	3	Goblins Are Upon You	haven	Dol Guldur					
	discard=Sniffer		Celebannon	w-w-dd		2	5		CvCC on Thranduil	haven	Dol Guldur					
		150		36		31	132	23		haven	f	bh	Ruins	Lair	SH	DH
		hl		moves		bc	stk	cc		23	3	1	12	1	10	0

		91		0	17	34	0	0	0	0	0
		fd	bl	w	w2	w3	j	t	t2		
13	27	0	0	0	0	0	0	0	0	0	0
sl	dd	c	c2	ud	ud2	ud3	ud4	ud5	ud6		

hazards played: M=against main hazard player

t20	t24	M	ag
55	20	17	0

		bc	stk	cc
The Mouth	s00		10	13
tenant of Dol Guldur	p04,	1	23	1
Orc shaman	p08,k17	1	6	1
Ukôg the Lame	s00,d02,p	1	7	
Orc Captain				
Forest-Troll	p06,k23	5	14	3
Orc tracker				
Orc tracker	s00	2	17	3
Orc grunt	s00,k13	7	13	
Orc grunt	s00,d17	4	12	
Orc brawler	s00,d04,p	3	11	
Orc veteran	p21		4	
Orc archer				
Orc archer				
Orc sniffer	p23,	2	3	1
Orc sniffer				
Two-headed Troll	p10,	4	14	

OVERVIEW

This deck seemed slow and bland. A good pile of 36 MPs were earned. The Mouth's company was the hindrance; he rarely moved with more than one companion. But 132 strikes were rolled while facing 29 creatures. The deck did not seem to be strong, except when Gorthaur had 10 prowess wearing a Dwarven Ring. Many of his orc creatures were killed but hazards were easily played. There were a few resources only seeing the discard pile. Such an experience lead to banishing this player as a hazard creature/event to make room for a fourth Dragon-lord. However, I will make The Mouth a Power Deck. Mouth's characters imitated four CvCC and all on Thranduil of Mirkwood, which is what I liked most about his deck.

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MAJOR NEWS

Orc-archers never were played. Eight characters/allies faced for than 9 strikes. That is astonishing. All the major resource cards were played before the Warlord Deck, which was pleasant. That makes time to CvCC. Gift of Deceit later removed due to powerful use. Creatures killed two heroes in the Wilderland Division. Magic was not a factor.

HL1, Gandalf plays Veils Flung Away not counting against HL keyed to Border-land. Turn 2 was rough. Ugluk with Elfhewer, Orders from Lugbúrz, and Maraunding were all discarded by Veils Flung Away. That was a set-back for the worse; for the worse. A focus on spirit-magic and influencing away hero resources could make this a deck worth playing, but that means taking parts of the Necromancer deck. If I would make an Avatar deck for this player, then I would take some dark elves from Necromancer to influence away women characters. The Mouth goes after factions. Now, Necromancer can use that -1 mind control when using agents as characters.

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STATS

A mountain of 132 strikes were rolled for this player. There were met with 31 body checks resulted in three deaths and 5 body discards. Corruption checks totaled 22 with The Mouth making 13 of them (using magic and Voices of Malice). Seven characters and one ally faced at least 10 strikes. Facing 12 creatures of 5 strikes or ALL will do that to you. That is including using Crept Along Cleverly 6x. Scatha the Worm will have it easier avoiding Gondor and Rohan and Men of the Wood.

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This player faced 29 creatures from 72 hazards, but 8 were agent actions. Thranduil played 14 hazards. Creatures from him included Thranduil's Folk x4 (one trophy), King-spider x2, Giant Spiders x3.

There were 35 moving companies and 50 total companies, which is on the low end.

Average hazard limit was 3.0; that is high, but there was a large overt company.

About 91 regions were moved through. 17 Border-lands, 34 regions Wilderness, 13 Shadow-lands and 27 Dark-domains make the regions moved through. Only 5 moves were there more than three regions. Half of movements were one or two regions.

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75 hazards were played by Mouth, 0 were agents – 17 on Thranduil. That avatar received just two hazards until the Warlord deck out of fear of killing weak orc creatures. Those two hazards were Orc-Watch with PBMW killing Shipwright.

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DECK PLAY

First deck exhausted on Turn 12. Turn 9 ended with 20 cards in deck. Second deck exhausted on Turn 20. Deck three ended with 37 cards. 16 non-Lordhaven sites were tapped.

First deck shuffled 16 cards and drew a low 8.2 cards/turn. Second deck shuffled 14 cards and drew 9.6 cards/turn. Third deck shuffled 6 cards and drew 12 cards/turn.

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CHARACTERS play

The Mouth, started and timid to move. Reached second non-Darkhaven site on Turn 11. Moved to six non-haven sites, which is pathetic and a good reason to select a Dragon-lord. He used Voices of Malice the most; rolled for 10 strikes and never wounded, but tied many strikes.

Lieutenant of Dol Guldur, played on Turn 4 after Ugluk/Ukog was discarded. He faced a dozy of 23 strikes with one wound. He wounded Woodelf, Thranduil, and Arhendhil. He captured the she-elf on Turn 23.

Orc shaman, Played on turn 8 and killed nine turns later. Rolled 6 strikes.

Ukôg the Lame, started as Ugluk, Discared on Turn 2 from Veils Flung away. Replayed on Turn 13, but discarded four turns later from bc in CvCC.

Orc Captain, never played, no use with other Leaders uneliminated.

Forest-Troll, good ranger. Started on Turn 6 and killed during Turn 23 from Thranduil's Folk.

Rolled for 14 strikes and wounded 5x.

Orc tracker, started and rolled for 17 strikes. Wounded 2x.

Orc tracker, never played. other copy was a boss.

Orc grunt, Started and killed on Turn 13. Faced 13 strikes and wounded 7x.

Orc grunt, started and discarded on Turn 17. Faced 12 strikes and wounded 4x.

Orc brawler Played 10 turns. Rolled 11 strikes and made 3 body checks.

Orc veteran, played on Turn 21 and rolled 4 strikes.

Orc archer, never played. not drawn during third deck

Orc archer, never played. not drawn during third deck

Orc sniffer, never played

Orc sniffer, played Turn 23 and rolled 3 strikes and 2 bc.

2Head Troll, played Turn 10. Rolled 14 strikes and 4 bc.