

# SARUMAN /WOLVES

40power

<b>C</b>	13.8	Rivendell	<b>RESOURCE DECK/HAZARD DECK</b>
<b>I</b>	26.20	Eriador	40 cards in R. deck, 00 R. cards in sideboard
<b>F</b>	23.12	vs. Witchking	40 cards in H. deck, 05 H. cards in sideboard
<b>A</b>	1.2	Gondor Division	40 cards in sideboard
<b>M</b>	12.12	Into the Cone	10 characters in deck
<b>K</b>	0.10	Wolves	52 starting cards
			20.5 creatures
			<b>141 TOTAL CARDS</b>

## Deck Outline

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### *OVERVIEW*

Saruman, Head of the Order of Wizards leads many Free Peoples into defending Eriador from the hordes from Angmar. The Witch-king and two Ringwraiths will lead wolves, orcs, and trolls to destroy a safe haven for the Ringbearer at Rivendell. The Ringbearer will leave the site on Turn 25, but he will move to Gondor or Lórien. Thus, Rivendell is a site to draw the Enemy away from those lands. Men of Rohan and Elves of Rivendell will combat the evil.

Horse allies will be played in Eriador to give more power to the Rohirrim. Glorfindel will start play seeking to stop Angmar once more. Elrond will come into play later using Vilya recycling key resources.

Low body characters must find means to handle massive trolls. Sunlight and fire will aid the men and elves against the minions. Men will venture out, including Eowyn, to a site and Saruman to another in hopes for attack by minions. Then the elements will be unleashed on the following turn.

## RESOURCES (40-0-35)

	-2	<b>Palantir of Orthanc</b>	
	-2	Lesser Ring	
	-3	Magic Ring of Lore	
	-2	Red Arrow	
	-2	Hauberk of Bright Mail	
	-2	Hauberk of Bright Mail	
	-2	Hauberk of Bright Mail	
	-2	<b>Great Shield of Rohan</b>	
	-3	<b>Dagnirdraug</b>	
	-2	<b>Heruguin</b>	
	-2	<b>Guthwine</b>	
	-2	Sword of Gondolin	
	-1	Dagger	
	**	Shield of Iron-bound Ash	
	-1	Horn of Anor	
	-1	Scabbard of Chalcedony	
	*	Elfstone	
	-11	<b>FACTIONS</b>	
3		horse allies	
3		Noble Hound	
1		<b>Bill the Pony</b>	
1		<b>Asfaloth</b>	
	-1	Goldberry	
1		Knowledge of the Enemy	
1		Barrow-Blade	
	-6	Into the Smoking Cone	
	-3	Reconstructed Towers	
	-1	When I Know Anything	Sa
	-2	<b>White Wizard</b>	
			<b>10-0-31</b>
	-2	<b>Bears of the Carrock</b>	
	-2	<b>Beornings</b>	
	-1	<b>Elves of the House</b>	
	-3	<b>Riders of Rohan</b>	
	-1	<b>Men of Harrowdale</b>	
	-1	<b>Men of Westfold</b>	
	-2	<b>Petty Dwarves</b>	
	-3	<b>Rangers of the North</b>	
	-3	<b>Blue Mountain Dwarves</b>	
	-2	<b>Elves of Lindon</b>	
	-3	<b>Elve of Edhellond</b>	

2	Risky Blow	W
2	Marvels Told	Sa
1	Gates of Morning	gate
2	Sun	
2	Dawn Take You All	Sa-rit
1	Elf-song	long
2	And Forth He Hastened	
2	Enduring Tales	le
1	Face Out of Sight	le
1	Reunion	pe
1	New Best Friend	pe
1	Hall of Fire	pe
1	Tower Raided*	pe
2	First of the Order	avatar
2	Vilya	
1	Smoke Rings	
<del>3</del>	<del>Longbottom Leaf</del>	
1	Wizard's Fire	spell
1	Wizard Uncloaked	spell
-1	Sacrifice of Form	spell-0
1	Doom of Choice	red
2	Forth Eorlingas	red
1	Alliance of the Free Peoples	red
1	Every Arrow Loosed	red
1	Prudent Counsel	red
1	Last Stand of Battle	red
		<b>30-3-1</b>
		<b>Rohir Weregild</b>

Potential effective prowess boost vs. Trolls

Gates of Morning

+2 Dawn Take You All

+2 The Sun Shone Fiercely

+1 Sun

Morwen will have 8 prowess

**HAZARDS**(40/5)**21/3**

3	Rangers at Sarn Ford	dúnadan	2* 5	10/8	Arth, Card, Shire
3	Arthadan Rangers				
3	Galadhrim				
2	Ent in Search of the Entwives				
2	Old Man Willow				
2	Watcher in the Water				
2	Giant Spiders				
2	Mewlips				
2	Wild Trolls				
2	Hobgoblins				
1	<b>The Oldest</b>				

**19/2**

1	Twilight	S-env	
2	The Ring's Betrayal	S-check.ring	
1	Wield It While I May	P	
1	So You've Come Back		
1	Rebel-talk		
1	Wound of Long Burden	P	
1	Burdensome Commands		
2	Unhappy Blows		
2	Veils Flung Away	S	
1	Muster Disperses	S	
1	Protecting Their Domain	P.	
2	Wrath of the Olvar	L.	
1	Yavannas Plea	P	
1	Sentinel of the Grow	P	
2	The Sun Shone Fiercely	L	
1	Reluctant Final Parting		
<del>3</del>	<del>An Unexpected Outpost</del>	<del>cycles</del>	

**SITES**

FD-0

BL-1

W-9

SL-1

DD-1

CS-0

UD-0

T-0

J-0

Rivendell

Grey Havens

Sh	Bag End			
Sh	Aden Medical Library	Info		
Sh	Tuckborough	minor	hobbit	
OF	Brandy Hall	minor	hobbit	
OF	Tom's House			
Fo	Ruskea Vene			Hound
Fo	Lossadan Camp			Hound
Ar	Bree			Mighty Steed
Rh	Last Bridge			Asfaloth
Rh	Camrith Brin			Hound
Ho	Amon Lind	m, M, ring	elves	
Du	Dunnish-clan hold			Mighty Steed
Ro	Dunharrow			Mighty Steed
Ag	Zarak Dum	m, M	Dragon	
mN	Cirith Hellaloke	m, M	Dragon	
mN	Daeron's Pool	m#	Dark	
mN	Sonotor's Mound*-h	Info, m, M**	bears	*GM/DN, ** Sun/Moon
HP	Giant's Isle	m	giant	hidden
Ho	Ost-in-Edhil	ring	animal	
Ho	Telpemar	Info, m, ring	men	
Rh	Ettenmoors	m	wolves	
Ar	Dead Man's Dike	m, M	undead	
Ca	Barrowdowns	m, M	undead	
Ca	Lond Daer	m, M, G, ring	undead	
Ag	Morkai	m, M	orcs	
Ag	Mt. Gram	m, M	orcs	
Gu	Mt. Gundabad	m, M, G	orcs	
HP	Goblin Gate	m, M	orcs	Knowledge
Ag	Carn Dum	m, M, G	orcs, trolls	
Ag	Barad Lughilsarik		Dark	discard SK; discard Env.
Ag	Litash	Info, m, M, ring	orcs, men	

CHARACTERS-10		11-5-7-4-5	a-0	E-5	Dw-0	Du-1	M-9	H-0	U-0	W-0
4 Saruman	10/10/6/9*	Sc/R/Sa/D	Wizard	Isengard						
3 Elrond	10/4/7/9+	W/Sa/D	Noldo	Rivendell				Elrond		
3 Glorfindel	8/2/8/9*	W/Sa	Noldo	Rivendell		+1DI.elf		Elrond		
1 Ascarnil	4/0/3/9	Sc/R	Sv	Rivendell		+1P.troll		Elrond		
1 Andovan	3/0/4/7	Sc/R	Sd	Grey Havens				Elrond		
1 Gildor	4/0/5/7*	W/R	Noldo	Rivendell		+2P.orc				
2 Theoden	6/3/5/6*	W/D	Man	Edoras						
1 Elfhelm	4/2/4/7*	W/D	man	Edoras		mEast; +1P.men+orcs+wolf				
1 Grimbold	3/1/4/7*	W/R	Man	Helm's Deep		+2DI.c+f(HD); +1P.orcs+wolf				
1 Eomer	3/0/3/8*	W/R	Man	Dunharrow						
1 Theodred	4/2/4/7*	W/Sc	Man	Helm's Deep	L; +2DI.c(Edoras,HD),f(RR,MW)					
Eowyn	2/0/2/7*	W/Sc	Man	Edoras		+6.RW				
1 Erkenbrand	4/2/5/6	W	Man	Edoras		m3; +2DI.char(Rohan)				
Hama	2/0/4/8*	W	Man	Edoras		1CP				
Garulf	1/0/2/7*	W	Man	Dunharrow		1CP, -1DI.inf; +1P.horse(ally)				
1 Pearth	4/1/4/7*	R/D	Man	Dunnish Clan-hold		+5.RW				
1 Morwen	3/1/2/7*	Sa/D	Dun	Edoras		+3DI.f(home), +5.RW				
1 Peshtin	3/1/3/7*	W/Sa	Man							
Dunhere, Ceorl Eothain, Gamling the Old, Guthlaf, Widfara										
<hr/>										
18/25 (20+5) GI		Hand-8	Mind-39	SP: 0						
@		Palantir								
Saruman	10/13/7/10	Sc/R/Sa/D	+1	Sacrifice, White						
Eomer	3/1/4/8	W/R	2	guthwine						
Pearth	4/1/4/9	R/D	1	hauberk, +7.RW						
Garulf	1/0/2/9	W	2	hauberk						
Hama	2/0/4/8	W	2	scabbard						
Peshtin	3/1/3/7	W/Sa	2	R.lore, palantir						
<hr/>										
Theodred	4/9/4/8	W/Sc	3	ash, red arrow						
Elfhelm	4/4/4/7	W/D	1	horn, R.lesser						
Grimbold	3/1/6/7	W/R	2	gondolin						
Eowyn	2/0/4/9	W/Sc	3	dagger, Barrow, hauberk, +6.RW						
<hr/>										
#1 Rohirrim										
<hr/>										
Théoden	6/3/6/9	W/D	4	great shield, heruguin						
Morwen	3/1/2/7	Sa/D	1	Anything						
<hr/>										
#2 Hidden Folk										
<hr/>										
Glorfindel	8/5/8/9	W/Sa	1	elf-stone	minor					
Gildor	4/0/7/8	W/R	3	dagnirdraug, ash						
Anglachel(Gildor), Dagnirdraug(Eowyn)=Sword of Gondolin removed. Same for Torogrist.										

## OBJECTIVE

Saruman the White will marshal Elves of the Last House and men of Rohan to push back the Army from Angband. Victory is achieved by keeping Rivendell and Grey Havens safe from the shadow while keeping the Enemy from attacking Lórien or Gondor from the north. Resources to play for MPs are only allies to enhance the controllers. The characters need to draw out trolls of Angmar and away from the Ringbearer.

## CHARACTERS AND COMPANIES

Men, elves, and one dúnadan will aid Saruman to combat the evil men and orcs of the Witch-king. All the skills are common in the heroes. Most of the men are from Rohan and most of the elves are from Rivendell. Two avatar character manifestations are in this deck: Elrond & Théoden. Body of the men are low at 7 or scary at 6.

Three companies will use 18 GI. Two women will start play. Thirteen characters start play and ten more are in the playdeck. Expect to lose one character per turn. Large companies will make it impossible to join at a non-haven site unless some are killed before the joining.

Saruman starts at Rivendell controlling five characters. He has Sacrifice of Form and White Wizard for 13 DI, 7 prowess, and 10 body. He lacks the Warrior skill, but that is compensated with other characters. His company will support moving companies. Eomer is the bodyguard with Guthwine for 4 prowess and 8 body for 2 CP. Pearth is a woman to combat the Ringwraiths. She wears Hauberk of Bright-mail with 9 body. Garulf is the bodyguard for Saruman with Hauberk of Bright-mail for 2 prowess, 9 body, and 2 CP. Hama is a bodyguard with Scabbard of Chalcedony. Give that item to Saruman to help him kill minions. Peshtin is a Sage with Magic Ring of Lore using the palantir. The wizard has a net +1 corruption, which garners the risk to use risky spells and weapons for 9 prowess.

The Rohirrim is the hammer for this player using horse allies. Theodred with his three followers start at Edoras. He has Red Arrow and Shield of Iron-bound Ash for 9 DI against characters with Rohan as a home region, 8 body, and 3CP. Théoden is a follower with Great Shield of Rohan and Herugrim for 7 prowess, 9 body and 4 CP. Elfhelm will heal factions with Lesser Ring and Horn of Anor for 6 DI against factions. Grimbald is the Ranger with Sword of Gondolin for 6 prowess. Eowyn is the fighter with Dagger of Westernesse, Barrow-blade, and Hauberk of Bright-mail for 9 body and 3 corruption points. Each of these four has four prowess. Move this company to sites in Arthedain such as Hostel of the Sisters Nienna, Tol Lamfirth or a Reconstructed Towers.

Theoden leads the third company with Heruguin and Great Shield for 6 prowess and 9 body. Morwen is a follower with When I Know Anything to support CC. Her body is 7, but her Sage skill will also be used to play Marvels Told. Morwen can heal two Rohan factions. Theoden can heal Riders of Rohan.

The Firstborn is Glorifindel and Gildor starting at Rivendell. Glorifindel has Elf-stone for 5 DI against elves for 1 CP. He controls Gildor, which is a Ranger. Gildor has Dagnirdraug to combat wolves and Ash Shield for 3 CP. This company is the vanguard to sneak into Anmgar. He is expected to be killed early in the first deck. This company will play the hound allies for extra strikes for CvCC.

The extra characters include three elves. Elrond will replace Glorifindel late in the first deck so to use Vilya recycling events. You may have to use Smoke Rings to fetch Elrond. Ascanil is a 4-mind Silvan elf Scout/Ranger. Andovan is also a Scout/Ranger, but with 3 mind. Both are to replace Gildor. Seven men are waiting to replace killed Rohan characters. Erkenbrand is a 3-mind Ranger with a decent 5 prowess. He will replace Elfhelm.

## SARUMAN & SPELLS

This wizard needs to be protected by combat and by corruption. White Wizard improves the stats by +2 DI and +1 to CC. Sacrifice of Form boosts stats too to give this wizard 10 body. He can tap to use a palantir. He can be a rock for those healing at Rivendell while others combat the minions. He will likely not tap to use Marvels Told.

First of the Order is for this wizard. It modifies his CC for a turn by +2. This will help thrice per deck. That means that you can use Saruman to hold items until he can transfer them. Reunion will not help him transferring items.

And Forth He Hastened is restricted to untap a character in the wizard's company. Two other spells are included in the sideboard. Wizard Uncloaked will remove many hazard events on those in his company. Wizard's Fire gives the wizard +5 prowess for one strike; it carries a -3 corruption check. Recycle that spell using the wizard. Think about giving the wizard Sword of Gondolin, playing Wizard's Fire and First of the Order for 14 prowess for -2 corruption check. Move him to play that bringing

## ITEMS

Most of the items are battle-gear. There are five non-battle gear items. The palantír will be small to move without limitations. The only mechanism to use the stone is tapping Saruman. Elf-stone provides +2 DI against elves. Red Arrow provides +5 DI against those with a home site in Rohan. Lesser Ring gives DI to heal factions and Magic Ring of Lore allows a sage to use the palantir.

Three armour pieces provide +2 body for 1 CP using Hauberk of Bright-mail. Two Shields of Iron-bound Ash provide +1 body, but a Warrior can tap for +1 to prowess. Five weapons are included. Heruguin and Guthwine are specific to characters. Dagnirdraug is a wolf-bane sword. A Dagger of Westernesse found at a barrow will caused fear to Ringwraiths. This weapon modifies prowess by +2, but against undead and Ringwraiths the modification is +4. When a hero dies then his items will transfer to another. That character then has a load of corruption.

Reunion is included and will be played on Rivendell. It provides +2 to CC triggered by transfer of items between those of the same race.

It is possible some powerful weapons can be available. Anglachel will be given to Gildor. Torogcrist can be given to Saruman for 10 prowess or 12 against counterfeit ents – wait he is not a warrior.

## FACTIONS

Elven factions will battle for the heroes. All are playable west of the Misty Mountains except for two. You just need to stall the enemy factions in Rhudaur. You do not need to advance on Angmar. There are a bear, two dwarves, three elves, a dúnadan, and four man factions. Most should already be positioned to face Angmar after battling with Aradagor and the Dark Dwarf. However, some may have been eliminated. No factions are planned to be needing influencing unless those selected are not in play. If so, then Théoden will make the influence attempts.

Doom of Choice will be in play from Balin Dwarf-lord. Alliance of the Free Peoples will boost faction battles. Each hero dwarf, elf, and man faction you have in play has +1 MP. If any of these races has a faction removed from play, then the card is discarded. This event affects nine of your factions.

Every Arrow Loosed gives all elf factions +1 to battles in Wilderness regions. Additionally, elf factions receive +1 when defending. The two elf factions thus far have +3 at Rivendell or in Rhudaur.

Prudent Counsel gives garrisoned factions and factions in their home region receive +1

prowess when defending. Elves of the House and Rangers of the North will receive this bonus.

Last Stand of Battle is a defensive event. It provides +3 to faction battles to a faction in its home region. Play it on Elves of the House since that faction will not leave Rhudaur.

Forth Eorlingas is a short-event that before dice rolls wonds an opposing faction in the battle against a Man faction with a Gap of Isen or Rohan as a home site.

The below map has the modifications to all the factions. Elves of Lindon while in Rhudaur have +3. Elves of the House have a massive boost of +7!

Saruman	5	15			
Rivendell	Bears of the Carrocl		8 animal		
Rivendell	Beornings		9 men		
Rivendell	Elves of the House		8 elf		
Rivendell	Riders of Rohan		11 men		
Rivendell	Men of Harrowdale		7 men		
Rivendell	Men of Westfold		8 men		
Grey Havens	Petty-dwarves		7 dwarf		
Grey Havens	Rangers of the Nortl		8 dunadan		
Grey Havens	Elves of Lindon		9 elf		
Grey Havens	Blue Mountain Dwar		11 dwarf		
Grey Havens	Elves of Edhellond		5 elf		

It is possible to divide the Enemy on three fronts. Elves of Lindon(9), Harrowdale(7), Bears of the Carrock(8), and Elves of the House(8) go to Rhudaur.

Blues Dwarves(11), Westfold(8) and Rangers(8) go to Arthedain.

And Riders of Rohan(11), Beorning(9), Petty Dwarves(7) go to Forochel.

The idea is to have one Rohirrim faction in a region so to use Forth Eorlingas on the strongest minion faction while having a strong hero faction as protection. Blue Dwarves protects Men of Westfold and Elves of the House protect Men of Harrowdale. Riders of Rohan are sent to Forochel since it can be healed using Red Arrow. This means to station Elfhelm in Arthedain.

Expect up to 14 minion factions to pour out of Angmar (3-troll, 3-orc, 3-wolf, 5-men).

	Elf	dwf	Ro	dun	Beorn	Bears	House
	9	11	11	8	9	8	8
Alliance of the Free Peoples	+1	+1	+1		+1		+1
Every Arrow Loosed	+1						+1
Prudent Counsel				(+1)			(+1)
Last Stand of Battle							+3
<i>attacking in home region</i>				+1			+1
<i>in region with a haven</i>	+1				+1	+1	+1
	12	12&8	12,9,8	9	11	9	15



## ALLIES

Horse allies may be able to start play if controlled by King Théoden. If not, then play during the first deck. Select Mighty Steed instead of Noble Steed. If you do start with more than one in play, then put Elf-song into the playdeck.

Asfaloth is a unique horse ally. As a Ranger this will help the Rohirrim company. Try to play this ally on Garulf since his mind is the lowest. The ally allows the controller in his own company to move three additional regions to move to a site with another company and tap to provide its controller +2 to any of his CC that turn. One option may be to give Garulf another weapon and allow him to move to a site so to CvCC. He can discard the Mounted Lance during CvCC then use the other weapon. His 5 CP can be supported by tapping the ally.

Noble Hound is the hound ally to be played by low-mind elves. Its prowess of 3 is nice, but a body of 6 is worrisome.

Bill the Pony is an ally to play at Bree or sites in the Shire. Use this ally to visit a dangerous site for combat and avoid retaliation the following turn when you discard the ally to move.

Goldberry will help companies not be returned to site of origin or cancel a Wilderness attack.

## MISSIONS

Into the Smoking Cone is planned here to be a sideboard event. However, its corruption reducing effect is not shown in the Power Decks for conservatism purposes. Reconstructed Towers is in the deck. Tower Raided too is there so to demolish Carn Dum.

When I Know Anything is a safety event with all the items in play. Keep the bearer at Rivendell. Barrow-blade is another single point card, but it will be in the playdeck.

White Wizard is played by Saruman for needed stat boosts.

Knowledge of the Enemy is Stolen Knowledge to be used at the dark-hold Barad Lughilsarik. First, move to Goblin-Gate to play the event on a Sage with the elves. Then move to the site in Angmar and discard the stolen knowledge event forcing the discarding of any environment in play. Recycle this event with Vilya. Tower Raided also needs the Stolen Knowledge.

## ERIADOR & ANGMAR

Not many regions are included in the goal to protect the Ringbearer and Rivendell. But many resources are needed to combat the evil from the north. Risky Blow is for the Warriors granting +3 prowess, but -1 body against a strike.

There is a way to help the low-prowess Man characters to engage with the trolls. First, move to a site outside of Rhudaur and away from Galadhrim's playability. Move Eowyn to Bree and play an ally. Let trolls meet you there. Play The Sun Shone Fiercely. Your turn play Gates of Morning and Sun. During the site phase play Dawn Take You All. Now, you have an effective +5 prowess against trolls! Wound trolls and kill some with Arthadan Rangers next turn. Saruman playing Wizard's Fire will have an effective 16 prowess. Give him Scabbard of Chalcedony.

## ELVES & RIVENDELL

A few elf resources are for the few elf characters. Elf-song is a long-event protecting those at an elf or wizard haven. When this event comes into play, each character at such a haven may immediately remove one corruption card. Also, no character may be discarded or returned to hand for any reason. This will help when a character makes a CC and rolls to be discarded. Call of Home will be nullified if all your characters are at a haven. Also, Elrond can be played busting the 20 GI barrier. Then move to Angmar for CvCC. Then discard Glorifindel next ORG phase.

Enduring Tales is a Long-event allowing a card to be placed on the playdeck instead discarding from hand. You have very important cards to get into play early, so do not lose them

by discarding.

Some resources will be played on Rivendell. Reunion will help with transferring items. New Best Friend will allow exchanging allies. This is for the horse allies. Hall of Fire is the third resources. Any company at the haven following its MOVE phase may choose one character to untap or heal. This can turn the company back to move again next turn.

## SITES

This player will stay close to Rivendell so to combat minions from Angmar. Move to sites in the Shire or in Enedhwaith to draw more than one card for movement. Shire sites are more dangerous for minions. Sites in Enedhwaith are more than three region movement from Angmar. Movement to Grey Havens is possible too.

Free-holds are for drawing cards at a site with tough AAs for minions.

Several Border-holds are found in the barren Eriador downs. These sites will play the allies. Noble Hounds and Mighty Steeds are playable at such sites. Try to play the horse allies away from Rivendell. Dunharrow can be a site if you draw Mighty Steed before you move from Edoras. Dunnish-clan Hold can play an ally. Play the third ally at Bree. Asfaloth can be played at any non-haven site in Cardolan or Rhudaur. Play the ally at Last Bridge. Noble Hounds will be played in Forochel and Camrith Brin. Amon Lind is in a mountain region that requires being in Dunland or Hollin. This is too much time to visit.

Ruins will be used for combat. You may have to sucker minions to combat by first moving to a Ruins.

A few Shadow-holds gives you the chance to play Stolen Knowledge. Make Carn-Dum a Ruins with Tower Raided.

Darkholds are too dangerous for you. You do not plan on visiting the Under-deeps; they hold nothing you cannot get on the surface. Also, you are vulnerable below when a minion company can be at the surface site waiting for you.

There are no issues with playing resources except for the gold ring items.

## **AGENTS**

There are no anti-agent resources in the deck. Be careful of Ranger agents in Eriador to send you back to the site of origin or to play undead creatures.

## **BLACK & GREY PLAYERS**

A Ringwraith will be in Angmar if three Ringwraiths have a Power Deck. If not, then Saruman will move to Gondor to face the Umbar player while Pallando will move to Uttersouth to face the Court of Ardor.

Saruman will just focus on Angmar. If by luck you defeat all of the minion factions, then focus your attention to Mirkwood attacking Dol Guldur. Send one company there and another to attack the balrog with the most MPs.

## **MARSHALLING POINTS**

This player starts with 74 MPs. Expect many to be lost in battle. You have enough characters to keep these MPs and to transfer items from discarded characters. These MPs will not change. You can gain ally and kill MPs. After so many turns you can still have 60 MPs to threaten the other players to continue attacking you, but if Radagast needs help then move to help him else Mirkwood will need to send factions to Rivendell.

C=8 The high-mind elves will be useful. Expect the men to be killed.

I=20 Do not expect to lose many items. You have plenty of characters to use the items.

F=12 Expect to lose half of the factions in battles.

A=2 You will be playing several allies. Some will be killed.

M=12 Into the Smoking Cone, Reconstructed Towers, The White Wizard are 11 MP. When I Know Anything is the other MP.

K=10 You should kill many creatures and some troll minions.

## **PLAYDECK MANAGEMENT**

No resources are in the actual sideboard. Vilya and two spells will be sent to the discard pile. Tap Saruman to fetch the spells. Smoke Rings will grab Stout Captain. Use the palantir to recycle Dawn Take You All and Sun.

## HAZARDS

The creature theme is Wolf with specific creatures such as Assassin and Variags. Variags will be will detainment against Uvatha and sometimes Ren. The hazard event main them is to increase playing the wolf allies and to boost the creatures.

## CREATURES

There are 23 creatures and one creature event. 14 of the hazards have high probability of playing on any player.

Creature prowess is good at ten. Number of strikes range from two to five. Double Wilderness is needed by 14 of the creatures. Thus, force minions to reach you in Cardolan and away from the Ringbearer. Consider moving a company to Forochel and another to Arthadan. Minions in Forochel will then move through double Wilderness moving between two sites. The ten prowess creatures should tap two minions. Expect the creatures to be killed and used as prowess and direct influence boosters by the minions. But that is the price to pay to tap them.

Eriador too will be lethal for minions. Rangers of Sarn Ford, Arthadan Rangers, Galadhrim, and The Oldest strike fear. Use Eowyn as bait to play these creatures.

The deck has no creature enhancers.

2 FH: assassin  
 2 BH: assassin  
 - RL:  
 - SH:  
 - DH:  
 - UD:

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- FD:  
 6 BL: warg wolve  
 6 W warg wolve  
 3 WW dire  
 6 SL warg dire  
 3 DD  
 - CS

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5	Nuriag	Variags	<i>Uiendarlaif</i>
5	Nurad	Variags	Uiendarlaif
2	Khand	Variags	
2	Chelkar	Variags	
5	Relmether	Variags	Uiendarlaif
5	Chey Sart	Variags	Uiendarlaif
5	Heb Aaraan	Variags	Uiendarlaif
5	Harrhun	Variags	Uiendarlaif
5	Horse Plains	Variags	<i>Uiendarlaif</i>
2	Nurn	Variags	
5	Ered Hamal	Variags	Uiendarlaif
2	Lurmsakun	Variags	
2	Harondor	Variags	
2	Haruzan	Variags	
2	Pezarsan	Variags	
3	Orgothraath		Uiendarlaif
3	Taur Romen		Uiendarlaif
3	Forrhun		Uiendarlaif
3	Lotan		Uiendarlaif
3	Kykurian Kyn		Uiendarlaif
3	N. Rhovanion		<i>Uiendarlaif</i>
3	Iron Hills/Withered Hearth		<i>Uiendarlaif</i>
3	T. Oilhelka/Lhugdalf		<i>Uiendarlaif</i>
3	Dyr		<i>Uiendarlaif</i>
3	Clyan/Chy		<i>Uiendarlaif</i>

### Hazard EVENTS-21

The hazard events are focused on directly or indirectly tapping minions.

### Base cards-1

You have Twilight to protect Gates of Morning.

### Corruption/Check:-12

Ring's Betrayal will cause corruption checks on a ring-bearer and hopefully tap the minion or cause tapping another that supports.

Wield It While I May adds a -1 to corruption checks to those bearing a dual resource item or an item from an opposing alignment. Be careful about other White players that have such items.

Burdensome Commands targets a minion under GI from a player with a mustering card in play. The mind is reduced by two, but his DI and prowess are reduced by one. This may cause a high-mind follower to be set to GI control. Healing is the cost to remove this event, which means a wounded target is needed.

So You've Come Back and Rebel-talk will weaken general influence allowing Muster Disperses to take effect.

Unhappy Blows will tempt a minion player to take to hand a minion(s) and thus weaken his company. Do not expect important minions to be removed like this unless it is a wounded minion that is a hindrance to this company.

Veils Flung Away will tap minions that move to CvCC your characters.

### Main Theme: Attack-5

Some events are made to enhance automatic-attacks protecting you outside of havens.

Yavanna's Plea will help your Awakened Plant creatures to remain alive giving thought to the minion to tap facing a strike with a creature of 9 body (Ents Search) or 4 body (Old Man Willow).

Wrath of the Olvar is a Long-event giving all Awakened Plant attacks +1 strike and chooses defending characters. You can tap a minion with a deadly weapon or try to kill a low-prowess magic-user.

Protecting Their Domain is a Permanent-event giving all creatures keyed to Jungle or Wilderness -1 prowess. But all Animal, Spider, and Awakened Plants attacks receive +1 prowess and +2 if not keyed to site. This will hurt your Mewlips, Wild Trolls, and Hobgoblins, but minions may play boosters for those types. Giant Spiders can have 12 prowess, Watcher in the Water 10 prowess, Old Man Willow 15 prowess.

Sentinel of the Grove is played on a Ruins giving an additional automatic-attack of Awakened Plants 1 strike with 10 prowess. This is not much, but if you use other enhancers then this site can be 2s11p4b and chooses defenders.

### Secondary Theme: Card-3

The Sun Shone Fiercely lowers prowess by two of Balrogs, Ringwraiths, Orcs, Trolls, and Dwarves. You will hurt dwarves used by your friends, but that is worth the cost since Alatar will move his dwarves to the Under-deeps.

Reluctant Final Parting will discard any ally if it is away from its home haven. Try not to play it when you know it will greatly hurt your friends. You do not have such allies in your deck.

### Cycle-3

~~An Unexpected Outpost will recycle the most useful hazard events.~~

Saruman needs 76 points to make the deck. Each resource removed costs 1 point. Each resource replacing it costs 1 point. There are 26 such pairs. Then 12 resources are added for 12 points total seen as “a” in a row. Then 7 items/allies/factions added for 7 points marked with “c” in a row. Each resource that is given to another player costs 0 points to you. Each resource received from another player costs 0 points. Items/Allies/Factions given to no one costs 1 point; “b” in the row.

$26x2+12a=64+5b+7c=76$	<i><b>Fellowship</b></i>	<i><b>To</b></i>	<i><b>From</b></i>
*MR Words	Hauberk of Bright Mail	Radagast	Elrond
*MR Courage	Hauberk of Bright Mail	Radagast	Théoden
*MR Nature	Hauberk of Bright Mail	Alatar	Brand
*MR Stealth	Great Shield of Rohan	Evermist	Théoden
*fair gold ring	Red Arrow	b	Théoden
*fair gold ring	Dagnirdraug	b	Círdan
*fair gold ring	Heruguin	b	Théoden
*forgotten scrolls	dagger	b	Denethor
*forgotten scrolls	Magic Ring of Lore	b	Cirdan
*eresselen	Guthwine	Elessar	Théoden
	Sword of Gondolin		Elrond
	Shield of Iron-bound Ash		Théoden
	Shield of Iron-bound Ash		Théoden
	Horn of Anor		Valdacli
	Scabbard of Chalcedony		Guild
	Elf-stone		Thranduil
	Berninga		Balin
	Beornings		y
	Rangers of the North		Balin
	Elves of the House		Elrond
	Riders of Rohan		Theoden
	Men of Harrowdale		Theoden
	Men of Westfold		Theoden
	Blue Mountain Dwarves		Balin
	Elves of Lindon		Balin
	Elves of Edhellond		Cirdan
	Petty Dwarves		Balin
	Bill the Pony		Théoden
	Horse ally		c
	Horse ally		c
	Horse ally		c
	Noble hound		c
	Noble hound		c
	Noble hound		c
	Asfaloth		c



*A Chance Meeting	Elf-song	
*A Chance Meeting	Tower Raided	
*A Chance Meeting	Wizard's Fire	
*Align Palantir	Doom of Choice	
*Concealment	Last Stand of Battle	
*Concealment	Alliance of the Free Peoples	
*Concealment	Every Arrow Loosed	
*FT in Dark-Domains	Enduring Tales	
*FT in Dark-Domains	Enduring Tales	
*FT in Dark-Domains	Prudent Counsel	
*Far-Sight	Gates of Morning	
*Far-Sight	Barrow-blade	
*Kindling of the Spirit	Knowledge of the Enemy	
*Stars	Risky Blow	
*Stars	Risky Blow	
* Smoke Rings	Vilya	
* Smoke Rings	Vilya	
*Vanishment	Reunion	
*Wizard's Test	Sun	
*And Forth He Hastened	Sun	
*Gift of Comprehension	Forth Eorlingas	
*Marvels Told	Forth Eorlingas	
*Tales of the Hunt	New Best Friend	
*Trickery	Reconstructed Towers	Cirdan
*Trickery	Dawn Take You All	
*Trickery	Dawn Take You All	
*Wielded Twice	a	
*Face Out of Sight	a	
*Face Out of Sight	a	
*Face Out of Sight	a	
*First of the Order	a	
*Smoke Rings	a	
*Rumour of Rings	a	
*Elf-friend	a	
*Stories of the Eldar Days	a	
*Wizard's Pupil	a	
*Lúmeránë	a	
*Long They Journeyed	a	