

REFORGING

A deck by Franck Stassin

Deck Requirement : none

Winning Requirement : Reforge Anduril the Flame of the West and 2 other items, among Belegennon, Ringil, and Horn der Herausforderung (Horn of Defiance). All reforged items are in play at the end of the game.

Remark : it is not necessary to be at an Haven to play a stored Reforging on an item.

Level : Difficult

Character Pool :

Starting Company:

Thrain II + Cram

Balin

Celeborn + Elf-stone

In deck :

Cirdan

Thranduil

Glorfindel II

Arwen

Annalena

Not in deck :

Denethor II

Vôteli

Wizards :

Alatar

Alatar

Alatar

Resources :

Reforging

Reforging

Reforging

Andúril, the Flame of the West

Narsil

Ringil

Belegennon

Horn der Herausforderung (Horn of Defiance)

Beornings

Gwaihir

Safe from the Shadow

Safe from the Shadow

Great-road

Great-road
A Chance Meeting
Escape
Escape
Not at Home
Not at Home
Risky Blow
Risky Blow
Riddling Talk
Riddling Talk
Look More Closely Later
Marvels Told
Marvels Told
Marvels Told
Longbottom Leaf
Longbottom Leaf
Longbottom Leaf

Hazards :

Ambusher
Arthadan Rangers
Assassin
Cave-drake
Ghosts
Olog Warlords
Pûkel-men
Rain-drake
Sellswords Between Charters
Wandering Eldar
Wandering Eldar
Wandering Eldar
Wild Trolls
Mouth of Sauron
Master of the House
An Unexpected Outpost
An Unexpected Outpost
Call of Home
Dragon-sickness
FEAR! FIRE! FOES!
Greed
Heedless Revelry
Many Sorrows Befall
Revealed to all Watchers
River
Rolled down to the Sea
Tidings of Bold Spies
Twilight
Unabated in Malice
Whole Villages Roused

Sideboard :

Galadriel
Smoke Rings

Smoke Rings
Pledge of Conduct
A Friend or Three
A Friend or Three
A Friend or Three
Look More Closely Later
The Old Thrush
And Forth He Hastened
Vanishment
Wizard Uncloaked
Wizard's River-horses
Withdrawn to Mordor
Quickbeam
Woodmen

Bane of the Ithil-stone
Durin's Bane
Foolish Words
Hoarmûrath of Dir
Lost in Free-domains
Muster Disperses
Nameless Thing * 2
Smaug
Saruman the Wise
The Ring Will Have But One Master
The Ring's Betrayal
The Roving Eye
The Way is Shut
Twilight

Sites :

The Worthy Hills, Weathertop, Dimrill Dale, Amon Hen, The Wind Throne => Reforging, Anduril, the Flame of the West
The Lonely Mountain, Caves of Úlund, Irerock => Ringil, Belegennon, Horn der Herausforderung
Dead Marshes, Mount Gundabad => Narsil
Beorn's House => Beornings
Eagles' Eyrie => Gwaihir
Wellinghall => Quickbeam
Woodmen-town => Woodmen

Deck description :

Characters are only sages.

Thrain II is a very strong ranger, and controls Balin, allowing 5 free GI.

Celeborn is a very strong character too.

Starting company requires 15 GI.

If Thrain is bounced (making Balin less interesting), play Thranduil and Voteli.

If opponent plays Return of the King scenario, put Denethor in deck to prepare him a big surprise !

Alatar's ability to reduce opponent's draw is useful, especially when using Great-road.

Furthermore he may teleport to join a big character like Celeborn (or Glorfindel).

MP cards are mostly the ones needed to fulfill scenario.

Additionally only one faction and one ally must hinder opponent to double them.

Normally lots of turns are needed to play and store Reforging and Anduril.
Thus Safe from the Shadow and Great-road are very important support cards.
Do not forget to use Look More Closely Later to untap an information site !
Additionally Marvels Told are useful if opponent plays corruption.

A wide range of resources allow to faces attacks :

- Escape costless on a character having Reforging/Anduril
- Not at Home to play legendary items
- Risky Blow to easy fight
- Riddling Talk to have fun with sages

There is a wide variety of hazards, mostly creatures and short-events.
The only permanent-event in the main deck is Master of the House, to recycle your Wandering Eldars.

Play Notes :

Celeborn starts with Elf-stone, allowing him to play A Chance Meeting with Annalena or Arwen further.

Alternatively, if very lucky having Cirdan in starting hand, give him Elf-stone in order to control Celeborn.

Thus you start with 2 very strong 2-characters company !

Cram is absolutely needed, in case first turn only a legendary item is in hand.

Deck is not very complicated to play, but don't waste turns because several are needed.

Base-camp is Lorien from which site is reachable (Weathertop excepted).

Use Great-road / Escape / Safe from Shadow combo to play Reforging and Anduril.

Be careful when playing Anduril with 1 CP and CC -3.

Use advantage from legendary items and Narsil/Anduril, especially prowess and DI.

Narsil/Anduril and Ringil Reforged give +5 prowess, making Thrain of Elf-lords powerhouse.

Narsil/Anduril and Horn der Herausforderung (even NOT reforged) give +2 DI.

Give one of them to Celeborn bearing Elf-stone, and play thus Galadriel as follower !

Cards in sideboard must be used the following way :

- Smoke Rings first turns with Longbottom Leaf, or latter if a key card must be retrieved from discard
- A Friend or Three (*3) when your weapons are reforged
- Pledge of Conduct against corruption checks if Cirdan or Galadriel are in play
- Wizard Uncloaked if opponent plays a lot of corruption
- Wizard's River-horses if opponent plays Khamul machine
- Vanishment, The Old Thrush if opponent plays dragons / drakes
- Withdrawn to Mordor if opponent plays an annoying agent
- Quickbeam (Woodmen) if opponent played Gwaihir (Beornings)

MP overview (expected / max) :

Characters : 11 / 14

Items : 14 / 18

Factions : 2 / 4

Allies : 2 / 4

Miscellaneous : 2 / 3

Kill : 1 / 3

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Total : 32 / 46