

THE SHIRE

A deck by Dominique Bergeret

Deck Requirements : none.

Winning Requirements : *Hobbits*, *Mistress Lobelia*, *Mallorn* and three Hobbit characters are in play.

Starting Company :

Fatty Bolger with Elven Cloak
Sam Gamgee with Elven Cloak
Thranduil

Other characters :

Celeborn
Folco Boffin
Gildor Inglorion
Haldir
Orophin
Robin Smallburrow
Strider

Wizard :

Gandalf * 3

In Deck :

Merry

Ressources (30) :

Blue Mountain Dwarves
Dunlendings
Earth of Galadriel's Orchard
Elves of Lindon
Glamdring
Goldberry
Gollum
Hobbits
No Strangers at this Time
Orcrist
Sword of Gondolin
The Mithril-coat
Torque of Hues
A Chance Meeting
2 * Dark Quarrels
2 * Far-sight
3 * Halfling Stealth
2 * Halfling Strength
2 * Many Turns and Doublings
Smoke Rings
2 * Tempering Friendship
2 * Trickery

Hazards (30) :

2 * Ambusher
2 * Cave-drake
Cave-worm
Corsairs of Umbar
Marsh-drake
2 * Sellswords between Charters
Thunder's Companion
Wild Trolls
Adûnaphel
Ren the Unclean
2 * An Unexpected Outpost
Call of Home
2 * Dragon-sickness
2 * Foolish Words
Greed
2 * Longing for the West
2 * Lure of Expedience
2 * Lure of Nature
2 * Lure of the Senses
Tookish Blood

Sideboard :

Resources (17) :

2 * Marvels Told
Alliance of Free Peoples
Red Book of Westmarch
Book of Mazarbul
Forewarned is Forearmed
Glamour of Surpassing Excellence
Horns, Horns, Horns
2 * Longbottom Leaf
Mallorn
Mistress Lobelia
Noble Hound
Palantir of Amon Sûl
Tom Bombadil
Withdrawn to Mordor
Wizard's River-horses

Hazards (13) :

Indûr Dawndeath
Hoarmûrath of Dir
Bane of the Ithil-stone
Call of Home
Lost in Free-domains
Muster Disperses
Neither So Ancient Nor So Potent
Lure of Creation
Rebel-talk
Rolled Down to the Sea
Tookish Blood
Troll-purse
Twilight

Sites :

Rivendell * 2
Lorien * 2
Grey Havens * 2
Bag End
Barrow-downs
Blue Mountain Dwarf-hold
Bree
Dimrill Dale
Dunnish Clan-hold
Geann A-Lisch
Goblin Gate
Lossadan Cairn
Moria
Mount Gram
Old Forest
Ruined Signal Tower
The Stones

Sites and resources :

Gollum	Goblin-gate
Goldberry	Old Forest
No Strangers at this Time	Bag End, Dunnish Clan-hold, Blue Mountain Dwarf-hold
Dunlendings	Dunnish Clan-hold
Elves of Lindon	Grey Havens
Hobbits	Bag End
Far-sight	Weathertop, Dimrill Dale
Sword of Gondolin	Barrow-downs, Ruined Signal Tower, Geann A-Lisch, Mount Gram
Torque of Hues	Barrow-downs, Ruined Signal Tower, Geann A-Lisch, Mount Gram
Glamdring	Barrow-downs, Ruined Signal Tower, Geann A-Lisch, Mount Gram
Earth of Galadriel's Orchard	Lorien
Orcrist	The Stones, Moria
The Mithril-coat	The Stones, Moria

Sideboard :

Red Book of Westmarch	Bag End
Mallorn	Bag End
Mistress Lobelia	Bag End, Bree
Noble Hound	Bree, Old Forest, Dunnish Clan-hold
Palantir of Amon Sûl	Lossadan Cairn
Tom Bombadil	Old Forest

Play Notes :

The hazard limit of the starting company is 2 (a warrior and 2 hobbits). You need a warrior/sage, so prefer *Thranduil* or *Celeborn*. *Fatty Bolger* is very useful : he can tap himself to cancel a strike on another hobbit.

The goal of this starting company is to roam in Eriador, gathering allies, items and factions. Act prudently, but with your cancelers (*Halfling Stealth*, *Many Turns and Doublings*, *Dark Quarrels*, *Trickery*), and the help of *Goldberry* and/or *Gollum*, and may be with the *Torque of Hues*, you do not fear much.

You can get major items (*Sword of Gondolin*, *Torque of Hues*, *Glamdring*) at appropriate sites (*Barrow-downs*, *Ruined Signal Tower*, *Geann A-Lisch*, *Mount Gram*). According to your cancelers in your hand and the hazards play of your opponent.

If you feel strong, you can try to get *Orcrist* or *The Mithril-coat* (at *Moria* or *The Stones*).

If you have some time, you can gather factions (*Blue Mountain Dwarves*, *Dunlendings*, *Elves of Lindon*). If you succeed, get *Alliance of Free Peoples* from the sideboard.

Build the second company in Lorien (wait for *Gandalf*, your wizard). Your goal is to play *Earth of Galadriel's Orchard*. If this item do not come in hand, use *Far-sight* : on *Weathertop* (first company) or on *Dimrill Dale* (second company). When you have the desired item, travel to *Bag End*, with a stop at Rivendell.

You must absolutely succeed when you are trying to recruit the *Hobbits* faction. So, do not hesitate to use a *Tempering Friendship*. If you fail, you can recover this faction with *Smoke Rings*, or *Horns*, *Horns*, *Horns* (in the sideboard).

When your wizard comes in play, tap him to take a *Longbottom Leaf* from your sideboard to your deck. Use it later to pick *Mallorn* and *Mistress Lobelia* from the sideboard to the deck. In the sideboard, you need also *Forewarned is Forearmed* to protect your companies at *Bag End* against *Assassins*.

Your creature hazards are varied and playable. You have also 8 corruption cards in your deck. Choose wisely an opponent character, then play on him a *Dragon-sickness*.