

# SCATHA/SPAWNS

50avatar

<b>C</b>	6	Gondmaeglom	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 14 characters in deck 10 starting cards 144+1 total cards 16.5 creatures DC: 15.char + 33.res + 14.haz=62
<b>I</b>	6	Grey Mountains	
<b>F</b>	6	vs. Thranduil	
<b>A</b>	1	Wilderland	
<b>M</b>	9	Factions/Items	
<b>K</b>	4	Spawn/Spiders	

An old Dragon from the brood of Glaurung has awakened in the North. Treasure and conquered lands have ever been in his dreams. Now, he will gather the minds of those touched by Mordo to complete this goal. Caves will become his new home - caves that hold wealth from the First Age. Thranduil's Halls of the Thousand Caves is the target.

Being the oldest of the living drakes of the First Age has given Scatha the idea to seek wealth before his kin awaken and do likewise. Scatha did not know why he awoke from a long slumber, but he did know that he was the first. Age has not stiffened this agile cold-drake. He quickly sacked Silverplunge in Mount Gondmaeglom. Such a trove has not quench a thirst for more treasure. The Eastern Way is under this vigilance for any wagon train. Losrandir, goats, orcs, and giants compose his diet. The elves not too far south in Mirkwood have been seen more often in the Narrows. A bite and claw will be their greeting. There must be jewels and gold in their hoard.

Scatha the Worm will build a small army to dominate the Narrows. Conquest is not a goal, but a strong-hold as his father obtained in Nargothrond. Orc chieftains have come to his banner along with a man seeking power. There is a great power in the Grey Mountains. A Ring of Power is thought to be lost when a dwarf king was eaten when Angurth, what a such a waste of scales, took Long Peak. That can bring much influence to the Dragon-king.

But first news must be stolen about the elves. Prisoners will be taken from the caves of that woodland sprite. Secrets will be ripped from any under the eyes of Scatha. Then Smaug the Golden will be jealous. He has dwarf gold, but Scatha will have gems from the Undying Lands.

Scatha is in the Wilderland Division opposing Thranduil of Mirkwood. Overt minions and one Man will work for this Dragon-lord. Some unique items including a Dwarven Ring will be great prizes. Modes include greed, roaming, and hunting. Scatha has a sub-resource strategy of CvCC to either gain Gathered Bones or influence resources away from rivals.

## What I like about this deck:

Hazards have a strong connection as a whole. The focus on elves is nice with MEGW cards encouraging interaction and dragon movement combos (e.g. Wyrms' Reek).

## What I dislike about this deck:

Spider factions seem out of place, but help with hazards. Necklace seems like a waste of card slot. Visiting four, dangerous elf-holds can decimate characters. Sites are wide spread. Not many creatures to use and given dwarf ring by default.

Resources/Hazards not found in any other minion deck (49)

Dragontooth Necklace

Dwarven Ring of Dwálin's Tribe

Elfhewer

Sable Shield

High Helm

No Weapons Seemed to Bite Him

Depredation of the Dragon

Pierced with Enchantment

Spellbound

Targeted for the Hunt

Wide Awake

Wurm's Reek

Great Strength

Give Good Sport

Hail of Darts

People Diminished

Black Vapour

Choked with Vanity

Darkness Made by Malice

Drums

Echoes of Morgoths Cry

Flies and Spiders

Power Relinquished to Artifice

Scatha at Home

Spiders Huge and Horrible

The Pack at the Door

The Reek

**Changes From Version 04.**

The Ulukai of Morgoth removed for Dragon-Teeth Necklace.

Bone Basher replaced by Black Mace; People Diminished for Tempest of Fire.

Hunting for Hunger.

Added Wisdom to Wield and Path to Vileness

Shatrîn replaces self-made character

Site Removed

Deep Cleft and Mount Gundabad with removal of tapped resources.

Sites Added

x

RESOURCES(40/25)

2	<b>Elfhewer</b>	
2	<b>Black Mace</b>	
2	<b>High Helm</b>	
2	<b>Sable Shield</b>	
1	<b>Dragon-Teeth Necklace</b>	
1	<b>Dwarven Ring of Dwálin's Tribe</b>	
2	Magic Ring of Savagery*	
1	Gold Ring that Sauron Fancies	
1	<b>Pale Enchanted Gold</b>	
1	Secret Book	
*	Fizzling Torch	
*	Dragon-Totem	
1	<b>Daelomin Roused</b>	
1	<b>Leucaruth Roused</b>	
2	<b>Orcs of Mirkwood.8</b>	
3	<b>Spiders of Mirkwood.12</b>	
1	Lesser Brood.6	
1	Lesser Brood.6	
1	Regiment of Black Crows	
2	<b>Great Lord of Goblin-Gate</b>	
2	Seize Prisoners	
2	Seize Prisoners	
3	People Diminished	
1	<b>Dragon's Abode</b>	s1
		<b>13/9</b>

3	Hail of Darts	
2	Blow Turned	W
2	Join With That Power	D
3	Voices of Malice	Sa
1	Wisdom to Wield	Sa
2	Black Rain	
1	Smart and Secret	com
1	I'll Be At Your Heels	com
1	An Untimely Whisper	
1	Give Good Sport	pris
1	Path of Vileness	pe
1	Marauding Band of Orcs	pe
*	Whispers of Rings	pe
3	Weigh All Things To A Nicety	
3	Dark Tryst	
2	<b>Eaten Half a Village+</b>	
2	<b>No Weapon Seemed to Bite Him</b>	
2	<b>Wurm's Reek</b>	
1	<b>Great Strength</b>	mag
1	<b>Targeted For the Hunt</b>	
2	<b>Wide Awake</b>	s2
*	<b>Enchanting Stare</b>	char1
*	<b>Dragon Mindbend</b>	char1
1	<b>Oath of the Dragon</b>	char1
1	<b>Depredation of the Dragon</b>	s1
1	<b>Roaming</b>	roam
1	<b>Hunting</b>	hunt
1	<b>Whispers of Wealth</b>	greed
1	<b>Pierced with Enchantment</b>	sdm
*	<b>Wielder of Old Arts</b>	pdm1
1	<b>Spellbound</b>	sdm
1	<b>Made His Dwelling There</b>	s1
		<b>27/16</b>

**HAZARDS(40/15)**

3	King Spider	spider	1 1 8 x rl	WW, SL
3	Giant Spiders	spider	1 2 10 x	WW
3	Lesser Spiders	spider	1 4 7 x rl	W, SL
3	Shelob's Brood	spider	1 4 8 x	
3	Great Northern Bear	animal/bear*	2* 1 12 7	
3	Thranduil's Halls	elf*	2* all 10 6	
1	<b>Ungoliant's Foul Issue</b>	spawn	nonU spider keyed to UD Ruins & SH	
1	<b>Monstrosity of Diverse Shape</b>	spawn	Drg,RT; Wolf/animal from discard pile	
1	<b>Spawn of Ungoliant</b>	spawn	Puk,Gem; +1bc.Elve,Dwarf,Hobb,Dun,Men	
1	<b>Ungoliant's Progeny</b>	spawn	Wind,Rust spider +1P & detainment	
1	<b>Spider of the Morlat</b>	spawn		
1	<b>Shelob</b>	spawn		
yyy	<b>Scatha at Home</b>			<b>18/6</b>
1	Twilight	S.env		
1	Choked with Vanity	P.tap-lord		x2
1	Power Relinquished to Artifact	P.tap-avatar		o2
1	Diminish and Depart	P.InfluenceX-elf, wizard		x2
1	Pride Increased with Despair			
3	Spiders Huge and Horrible	P.corruption,disease-spider		
1	Full of Froth and Rage	P.enhance-spiders and animals prowess		
2	Wake of War	L.attack-WSA, DON		
3	Black Vapour	S.cancel-spider		
1	Power Built by Waiting	P		
1	Doubled Vigilance			
2	Flies and Spiders	P.prisoner-spider		
2	The Reek	S.tapping-Spawn		x2
2	Das Pack Vor Der Tür	L.play- Spiders (BL, BH, Ruins), DON		
2	Drums	L.		
3	Darkness Made By Malice	S.roadblock-Spawn		x1
1	<b>Echos of Morgoths Cry</b>			<b>o1</b>
3	<del>Desire All for Thy Belly</del>	<del>S.removal Spawn</del>		<del>o2</del>
3	An Unexpected Outpost	S.cycle-hazards		<b>22/9</b>

**SITES**

GN	Gondmaeglom			
WR	Thranduil's Halls	m, M, ring	elf.xc9, elf.3w10	People Diminished
WR	Celebannon#	Info, m, M#	elf.3c8, elf.3w9	Seize Prisoners
TR	Rhûbar	m, M, G	elf.xd9, animals.4o9	Seize Prisoners
Rh	Rivendell	Info, m, M, G, ring	elf.4w8, dun3w10	Sable Shield
AV	Mathlaburg	Info, m	men	
WM	Woodmen Town		men	
NR	Dale	ring	men	
NR	Cave of the Urdharkonur	m	men.xc7	Secret Book
AV	Framsburg	m+	men	Pale Enchanted Gold
AV	Carrock	Info, m	animals	Regiment of Black Crows
AV	Gladden Fields	ring	undead	x
Ro	Barad Tathren	m, ring	spiders.2w7	gold ring, Lesser Brood
WM	Caraas Amarth	m, M, ring	Traps	x
HM	Cor Angaladh	m, M, ring	undead	x
HM	Mountains of Mirkwood	Info, m	spiders.3w7	Spiders of M, Lesser B
GM	Steel Fall	m, M, G	Urial.16	Black Mace
WH	Dancing Spire	m, M, G, ring	Daelomin	Roused
WH	Irerock	m, M, G, ring	Leucaruth.14	Roused
GN	Ovir Hollow	m, M	Bairanax12	Bone-hilted Broadsword
GN	Buhr Thursig	m, M	men.2w7	Dragon's Abode
GN	Wind Throne	Info, m, M	orc.3w7	High Helm
DG	Deep Cleft	m	orc.3o7	*
Gu	Mount Gundabad	m, M	orc.3o7	*
HP	Goblin-gate	m, M	orc.3w6	Elfhewer
HM	Sarn Goriwing	m, M	orc.3w5	O. Mirkwood
	Under-leas	m	orc.5d7, R	
	Cobalt-Deeps	m, M	orc.5d8, R	

**MINIONS-10**

15-0-3-2-3

4 Scatha	10/4/9/9+	W/R/Sa	Dragon	Gondmaeglom	+2P.DKEfDf
2 Hurog	7/2/5/8*+	W/Sa/D	Uruk L	Deep Cleft	+2DI.orcs; +1P.Dw,Men
2 Ukôg	5/1/4/8+	W/D	Uruk L	S. Goriwing	d7, 8+2P.orcs; +1DI.O/T
2 Shatrîn	5/0/5/8+	W	Ice-orc	Deep Cleft, KD	
1 <i>O-tracker</i>	3/0/3/8+	W/R	orc	nonUD RL	1CP; d7,8
1 <i>Northman</i>	3/0/3/7+	W/R	man	NR, SR	t.fetch(char, ally, faction) home
1 <i>Northman</i>	3/0/3/7*	W/R	man	NR, SR	t.fetch(char, ally, faction) home
1 <i>O-Shaman</i>	4/0/3/7+	W/Sa	orc	orc-hold	d7
1 <i>Claw</i>	3/0/5/7	W	orc	Den	d7, -3DI.influence
1 <i>Claw</i>	3/0/5/7	W	orc	Den	d7, -3DI.influence
<i>O-brawler</i>	1/0/3/8*	W	orc	nonU	1CP; d7,8
<i>O-brawler</i>	1/0/3/8*	W	orc	nonU	1CP; d7,8
<i>O-veteran</i>	2/0/4/8*	W	orc	nonUD RL	1CP, d8
<i>O-archer</i>	2/0/2/7+	W	orc	orc-hold	d7, t: 1s -1P/-1B
<i>O-archer</i>	2/0/2/7+	W	orc	orc-hold	d7, t: 1s -1P/-1B
<i>O-archer</i>	2/0/2/7+	W	orc	orc-hold	d7, t: 1s -1P/-1B
2 Ivic	6/2/5/8*+	W/D	Man	<b>Southron Oasis, Variag Camp, Pelargir</b>	
<i>starting companies:</i> Gondmaeglom <Wielder of Old Arts><Whispers of Rings>					
2 Hurog	7/2/5/8	W/Sa/D		Dragon-totem, Enchanted Stare	
2 Ivic	6/2/5/8	W/D		Fizzling Torch, Dragon's Mindbend	
1 <i>Northman</i>	3/0/3/7	W/R			
<i>O-veteran</i>	2/0/4/8	W			
<i>O-brawler</i>	1/0/3/8	W			
<i>O-brawler</i>	1/0/3/8	W			

16/25 (20+5) GI unused      2 companies of 1 and 9

**#1**

Scatha	10/4/7/9	W/R/Sa	x	<b>Roaming</b>
Ivic	4/4/5/8	W/D	0	<b>Mindbend, Vileness</b>
<i>O-Shaman</i>	4/0/3/7	W/Sa	0	

**#2**

Hurog-L	3/7/8/10	W/Sa/D	3	hewer, helm, Smart, y1, <b>Stare, Oath</b> [5,4]
<i>Northman</i>	3/0/5/9	W/R	3	bone, MRsavagery
<i>O-brawler</i>	1/0/3/9	W	0	

**#3 <Marauding Band of Orcs>**

Ukog-L	5/3/6/9	W/D	3	DR, totem, Heels
<i>O-tracker</i>	3/0/3/9	W/R	0	
Shatrîn	5/0/8/8	W	2	blackmace
+ <i>O-veteran</i>	2/0/4/8	W	2	sable
+ <i>O-archer</i>	2/0/2/7	W	0	
+ <i>O-archer</i>	2/0/2/7	W	0	
+ <i>O-archer</i>	2/0/2/7	W	0	

## OVERVIEW

This Dragon-lord will use his central, vulnerable location as a matrix for building various prongs of power. He will play dragon factions to bother those bordering Withered Heath. He will influence away resources from those in the west. Finally, he will bring factions to the Narrows if factions will bear on him.

A troop of overt characters using Hail of Darts and a Diplomat-centric strategy will bring darkness to Mirkwood. Native overt leaders provide the leadership and direct influence to control low-mind orcs. As a result playing missions at Free-holds or combating heroes is possible. The cold North provides a wealth of sites for rings, allies, and greater items. The three prong strategy for this player includes: gathering items, playing six factions, and eating creatures.

The overall goal is to make Thranduil's Halls into a Dragon's Den during the Power Deck.

[Much went into having this Dragon roam the Under-deeps for he is land-based instead of Throkmau. With the specific minions resources I want in all the decks it was not feasible to have Scatha in the Deeps and give some of his resources to others.]

## MODES

Three mode events are in the deck: Greed, Roaming & Hunting. Two modifies prowess and the one does not. Play Hunting during the first deck if Brawler is in play. Then if the Dragon is away from a Dragon Den he needs another mode card to return. Roaming is good when moving and not squatting. Whispers of Wealth however can be played for no reason but to have it in play then you return it to hand when you want to use another mode card. There is no hazard that punishes a dragon in Greed mode.

**Whispers of Wealth** (Greed mode) allows the avatar at a Dragon's Den to move up to four regions to a site when opponent plays an item costing this player to discard the mode event. The avatar directs at least one strike to the character playing the highest MP item that turn. This can be dangerous if Roaming or Hunger is not in hand. However, you can move your minions to the same site as protection until a mode card is played. Start this card in the deck hoping to play it early. Now, you can bluff neighbors. Shuffle the other mode cards into the first deck. Do it all again next deck by putting one other mode card in the sideboard if Whispers of Wealth is in the discard pile or reshuffle the mode and put the other two in the sideboard upon exhaustion. Four region movement includes Talath Uichel, Talath Oiohelka, Angmar, Rhudaur, Redhorn Pass, Rohan, Dagorlad, Horse Plains, Harrhun, Lotan, Dyr, and Lhugdulf. Also, this mode can help avoid eating own characters (play WoW, move minions to same Dragon Den, use WoW, then next Organization phase no sweat).

**Roaming** (Roaming mode) is in the deck to have followers adjacent to a Dragon's Den. Scatha will be mobile playing items with support. The Dragon-lord's prowess is modified by -2 to 7; he can move a maximum of two regions. He should stay adjacent to the Narrows when moving. That region is adjacent to Withered Heath. Only one non-Ruins, non-Shadow-hold site is more than two regions away. Both Shadow-holds to tap are three regions away. His four direct influence can be used to keep characters uneaten. This will likely be the mode played for the most turns.

**Hunting** is in the deck for quick play once the dragon awakes. Scatha will be mobile creating a new dragon-den. The Dragon's prowess is modified by -2 to 7; he can move a maximum of two

regions. Hunting allows movement, but to a degree more than Roaming. But he can move to sites in regions with or adjacent to a Dragon's Den or home site.

Hunting allows the Dragon to attack during another player's turn. Beginning an opponent's MOVE phase, a dragon may initiate CvCC company if moving through the region of his current site. If so, the company faces an attack with two strikes, prowess +7. Success results in a wounded dragon. You can weaken a company visiting you for CvCC.

First use Hunting until you draw Roaming. The avatar may be vulnerable alone at Gondmaeglom or he may eat his own minions. Move the avatar to Steel Fall for protection using the site's 16 prowess strike. Expect to face many creatures in the game. Move the avatar to tempt Thranduil to play creatures. Eat the creatures now instead of later. Then you can have Eaten Half a Village provide +10 for influence attempts.

### **SCATHA THE WORM**

This Dragon-Lord will move to influence factions and staying alive in a vulnerable region. Another Dragon Den must be made quickly to avoid eating too many minions. Scatha will be the most active with CvCC.

Scatha can either move using his Warrior and Ranger skills or squat as a Sage. His 10 mind is high. A 4 DI is not low, but enough to risk influence attempts with help. Yet a 9 body is enough to not seek enhancement. A 9 prowess is respectable, yet has room for improvement. Yet he has +2 prowess against Dragons, Drakes, Elves, and Dwarves. He is a Cold-dragon that cannot normally move. All of your influence attempts are +1 when the avatar is at Gondmaeglom. There he can tap to shuffle from the discard pile a resource short-event played on a dragon. Likely use this to grab a card for CvCC or Targeted for a Hunt. Not that you have -3 to influence attempts against manifestations of Ando-anca, Angurth, Itangast, and Smaug.

Resources will help face strikes or influence dragon factions. Gathered Bones is a focus for this player. Therefore, movement will be guarded to acquire these bones. Site phases crafted for this player include ~~Consumed by Dragon Fire~~, Eaten Half a Village, Pierced with Enchantment and CvCC. The Power Deck will include No Abiding Place on Thranduil's Halls. Game Points will get your first and maybe a third Eaten Half a Village.

A pool of 20 GI is available to this Dragon-Lord. His mind is high at 10. His 4 DI gives some confidence to influence a faction or bringing/keeping into play characters. His 9 prowess tempts using Hunger mode and a 9 body allows movement without fear.

Eaten Half a Village aids influence attempts by your dragon. Expect to use this event during the second deck against a Roused faction. You modify an attempt by +4 or by +2 (*max 10*) for every *Gathered Bones*. Maybe you can use the event to influence away characters. If this resource provides +10 before the Warlord phase, then select a copy as a Game Point along with Scorba Roused.

No Weapon Seemed to Bite Him is used only for facing a strike (Dúnadan, Dwarf, Elf, Orc, Man) or during CvCC. His prowess is modified +1 and body +2. In addition, weapons do not modify the prowess of those facing a strike from the dragon, which in effect increases the dragon's prowess. This will help at sites in Woodland Realm. You can target a low prowess hero character with a big weapon using this resource. Use Hunger to move him to Thranduil's to play a resource there. He will be 10 prowess no tap against first AA.Elfr.1s9, use this event against the other AA.Elfr.3w10(1s12p), 9p+1.res-1.notap=9. A chance to be wounded.

A cold-dragon has a Wyrm's Reek. Play the effect after declaring CvCC. Now, play one

Animal, Wolf, or Spider hazard, non-Free People creature against the company before or after resolving the CvCC. The creature must be keyed to the site or the region of the site. This means visit Mirkwood (Giant Spiders), Ruins (Lesser Spiders), or surface sites (Shelob's Brood).

Great Strength is *dragon-magic*. Both target and cancel any effect that would cancel CvCC with the Dragon or a cold-dragon lowers the body by one of any strikes from one attack the Dragon faces. This can help kill Free People creatures.

Targeted For the Hunt gathers bones. Then Eaten Half a Village is more valuable. Use the event while not at a home site or Dragon's Den. Name a hazard creature that can be keyed to the current site or current region. If that creature is in hand, then it attacks. Else you see the hand. Shuffle the card near the end of the second deck so to use it against Thranduil of Mirkwood to start the Warlord Phase. Then just beat the body roll on Thranduil's Folk. You can also chew of Men of the Woods or Beorning Toll. The avatar taps to shuffle the event near the second exhaustion. Then draw it that turn for playing during the site phase. An 8 prowess Scatha will fail the strike. Use Great Strength to lower the creature's body.

Pierced with Enchantment is another *dragon-magic* card. It is too played on a Dragon character during CvCC before assigning strikes. A non-avatar/RW/undead/maia is chosen in the other company. A roll is made. A result greater than the character's mind (double ally) + 2, then that character joins the Dragon's company for CvCC. This can help weaken the opposing company to prevent a counter-attack or concealing by the only Scout.

Spellbound is a permanent-event threatening an opponent's company to move to the Dragon-lord's current site if moving through his region. A roll is made modified by the skills in the company. Failure results the company moving to the Dragon's site and do nothing. Use this to take a prisoner or influence away a character or item. Try to have support of minions at the site if the visitors combat their next turn. An option is to bring a character to Scatha. Next turn, move him away while minions move to the site for CvCC.

Wide Awake is a permanent-event with two functions. First, it will allow drawing two more cards during movement (max 3) moving to a non-Dragon Den, non-RuinsLairs site. This can help draw a 1-mind character when in Hunger mode. Second, this event can be discarded to untap the avatar at the end of your ORG phase or your opponent's site phase. Dream mode also discards this event.

Wielder of Old Arts will be played on the avatar. The bearer can tap during his END phase to fetch any Dragon magic card. There are four such cards (Spellbound, Pierced with Enchantment, Enchanting Stare, Great Strength). Taping for three turns to grab PwE and Great Strength can bring a good chance to get a prisoner from anyone.

## CHARACTERS

Minions are varied with orcs, men, and uruk-hai . You want to kill elves at all costs. There are many expandable orcs. There are just four unique minions of the 16 minions. Some minions are just lame. There are no trolls, but Forest-Troll would be a nice addition.

These 9 true orcs, an Ice-orc, two Uruks, and three Men. There are four unique minions, only four players have fewer uniques, and two leaders. Only Ivic has a home site away from the mountains; he is the only agent.

There will be many minions in reserve in cause of eating. Warrior, Rangers, Diplomats and Sages are needed by this player to use resource events. Only two sages are smart enough to be counted in the ranks for this upstart Orc.

All are warriors with three rangers and no scouts. Three are sages and another two are diplomats leaving eight just with one skill. Stealth is useless with many predators in the crags. Four minions have a mind greater than four. A cost of 2.22 for mind per skill is low. This player has the most Orcs when having more than two Man characters.

Hurog is a rival from nearby Deep Cleft to Bolg. He has Deep Cleft and Mount Gundabad as home sites. This Uruk covets his own realm in the Misty Mountains. Hurog is an Uruk and a 7-mind leader given an Enchanted Stare. He is strong with 5 prowess, but has an average 8 body. A normal 2 DI and +2 DI against Orcs will be well used. He hates Dwarves and Men illustrated by +1 prowess against them. He too starts the game with two events. Great Army of the North allows any followers he controls receive +1 to their corruption checks. Also, any non-unique Orc hazard creature is playable keyed to his current region. You have no such creatures, but others do.

Ukôg is a unique leader. This Orc has the rare skill of Diplomat among his race, which fits nicely with this deck using such skill cards. A five mind is a nice for a descent leader. His normal 1 DI can help with a desperate influence check. A +2 DI against Orcs and Trolls allow him to have followers if that has to happen. A low prowess of 4 is not an asset along with an 8 body; he is discarded on a body check on 8. Visits to Orc-holds allow him to use his +2 prowess against Orcs. But this lame orc forces his company to move only three regions normally. A visit to Moria will be a pain. His special ability allows him to tap after CvCC to modify by +2 his target's body check. This means to boost his prowess with a weapon such as Bone-Basher or use Hail of Darts. Also, move him with Roaming. This Uruk will be in a core company.

Shatrîn is an Ice-orc from Deep Cleft and Kala Dulakurth. She has 5 mind, 0 DI, 5 prowess, and 8 body. She has +1 prowess if she faces the first strike of an attack against her company. If in the same company as Bolg, Hurog, or Ice-orc Leader she can have command cards. Her use of Poison during CvCC she can remain untapped.

~~—Urgurk is home at Deep Cleft in Dragon Gap. A four mind provides the usual 5 prowess and 8 body with two skills: Warrior Ranger. He has +1 prowess against Dwarves.~~

Two copies of Grim-Faced Northman provide a low-cost Ranger for 3 mind, 3 prowess, and 7 body. A home site in Northern or Southern Rhovanion is great. He can tap to fetch a character, ally, or faction playable at his home site.

~~Orc Chieftain is the fourth leader and another Orc. He has a low 4 mind, 4 prowess, and average 8 body with +3 DI against Orcs. This will let him have followers. He will replace Ukog.~~

Orc-Tracker is a 3-mind Ranger with average 3 prowess and 8 body with 1 corruption point. He discards on a 7 or 8 body check.

Orcs of the Claw is a dragon-specific orc found at a Dragon's Den. He is a tough 5 prowess, 7 body Warrior. He is a poor orator with -3 DI to his influence checks. He discards on a body check of 7. A pleasant trait is a lack of inherit corruption modifier. Two copies provide muscle during a combat turn. One can be a follower to Scatha and another to Hurog for CvCC.

Orc-Brawler fills the starting company with 1-mind for 3 prowess. He can take a big strike with his 1 mind under GI.

Orc Veteran is better with 4 prowess at the cost of 2 mind. This orc will be a bodyguard.

Orc Archer is a 2-mind Warrior of 2 prowess, but his 7 body is low. He can be played at any Orc-hold if an overt leader is at the site. He can tap to play Hail of Darts on his company as if during the Organization phase. This will really be useful during the site phase and this character receives +1 prowess and body for the turn. Another ability is to tap to give one strike from an attack or in Combat -1 to prowess and body. This should get heroes killed in Combat.

There is room under GI for a 8 mind man/dunadein character. Ivic is the selection for Dragon-mindbend will lower his mind to be under the avatars direct influence.

## COMPANIES

The starting company can be broken into two. Hurog will control both Veterans. Uruk, Northman, and Brawler can move together. Try to avoid movement through three region types. Stay together if possible to ensure tapping a site.

<i>starting companies:</i> Gondmaeglom <Wielder of Old Arts><Whispers of Rings>			
2 Hurog	7/2/5/8	W/Sa/D	Dragon-totem, Enchanted Stare
2 Ivic	6/2/5/8	W/D	Fizzling Torch, Dragon's Mindbend
1 <i>Northman</i>	3/0/3/7	W/R	
<i>O-veteran</i>	2/0/4/8	W	
<i>O-brawler</i>	1/0/3/8	W	

### #1 Uruk-ergs

The main core company is Hurog with a Ranger and Brawler. Hurog is the leader of this ancient tribe from the Second Age. Autonomous from Angmar and Gundabad this Uruk has allied with Scatha the Worm for his own kingdom.

Hurog then has +2 to influence attempts. Elfhewer adds +1 DI and +2 prowess. High Helm adds +2 DI and +1 prowess (max 8) and +1 body (max 9). Elf-hewer and High Helm give him 7 DI, 8 prowess, 9 body, and 4 corruption points. Smart and Secret changes that to 6 DI and 10 body. Now, Hurog has 4 DI against Orcs and 2 unrestricted DI. He needs a trophy so to have 3 unrestricted DI (5u, 4o) = SaS+(3u, 4o). His followers will have +1 to corruption checks if Great Army of the North is in play. Enchanted Stare gives Scatha a need for 3 GI to control him. Oath of the Dragon provides +1 to corruption checks.

Northman carries Bone-hilted Broadsword for +2 prowess and +1 body, but command makes him 9 body. This weapon was selected over armour, because he cannot tap to use the ring if he is wounded. Magic Ring of Savagery will cancel one attack, any attack each turn. The man will now have four corruption points. Brawler is there to be eaten by the avatar when hungry. You can keep Brawler at a Dragon's Den while having Orc of the Claw as the second follower. Maybe give the armour to an Archer. Join with That Power can be used by this company. Give Hurog the bird ally. There is room under Hurog's DI to have Orc of the Claw.

<b>#1</b>				
Hurog-L	3/7/8/10	W/Sa/D	3	hewer, helm, Smart, y1, <b>Stare, Oath</b> [5,4]
<i>Northman</i>	3/0/5/9	W/R	3	bone, MRsavagery
<i>O-brawler</i>	1/0/3/9	W	0	

## #2 Asharag

You want to build a large company of 7 minions with **Marauding Band of Orcs**. The previous, recently killed, Ashdurbuk Zalg ordered Ukôg to the east of the Narrows for protecting wagon-trains to Angmar. But Scatha caught this orc and had him change allegiance.

This band will have a Ranger. Ukôg has the Dwarven Ring and the command I'll Be At Your Heels. He will also have Dragon-totem for 3 CPs. Get Ukôg trophies to increase his prowess and DI. Shatrîn will Black Mace for 8 prowess and 9 prowess against Elves. Give her a trophy.

Tracker is a follower to the Ukôg and bears Fizzling Torch. Give Veteran the Sable Shield to keep him alive. The four other minions include a Veteran and Archers. With this set up you have three minions with a prowess of 4 or more and 3 minions with a prowess of 2. Join with That Power can be used by this company. **Marauding Band of Orcs** allows large companies to form, but only one non-Orc is allowed in this troop. This company will play items and CvCC heroes who are weak in Grey Mountains, Narrows or adjacent.

<b>#2 &lt;Marauding Band of Orcs&gt;</b>				
Ukôg-L	5/3/6/9	W/D	3	DR, totem, Heels
<i>O-tracker</i>	3/0/3/9	W/R	1	torch
Shatrîn	5/0/8/8	W	2	blackmace
+ <i>O-veteran</i>	2/0/4/8	W	2	sable
+ <i>O-archer</i>	2/0/2/7	W	0	
+ <i>O-archer</i>	2/0/2/7	W	0	
+ <i>O-archer</i>	2/0/2/7	W	0	

Ivic will have Dragon's Mindbend and Path to Vileness for 4 DI against Orcs and Trolls. Now he can control Orc-Shaman. Join a Roaming Scatha to gather factions leaving Shaman behind.

## ITEMS

There are battle-gear items, treasure, and ring items. This player has five unique items.

**Elfhewer** is an elf-bane. This weapon is playable only at Goblin-Gate. You have no other specific resources to play there. Warriors receive +2 prowess (max 9, +3 against elves max 10 and -1 to target body. A leader receives +2 DI against Orcs. An Orc bearer with a mind 7 or more can tap during strike assignment to allow bearer to face all strikes from an Elf-attack as if a one character company.

**Black Mace** is a greater item. The mace also gives +3 prowess to maximum 10 for three corruption points. Against elves the bonus is +4. Thong of Fire is a better choice, but only one character can bear this item.

**Sable Shield** will help survive a heavy strike. It has the chance to be destroyed, but if not will be discarded and played again at the common sites with major items bringing it to play by the Dwarven Ring.

**High-Helm** will boost prowess, body, and DI. The +1 prowess (max 8) is only for warriors. The other bonuses include +2 DI and +1 body (max 9) all for 2 CP. An inherent danger of this item is its uniqueness and power.

**Secret Book** is the Lost Knowledge to gain access to hidden sites including playing Lesser Spiders faction. This item will be used in the second deck to tap a site for Seize Prisoners.

**Fizzling Torch** is a minor item to lower prowess of attacks or cancels. The item is tapped to modify the prowess of an Animal, Spider, Wolf, or Awakened Plant attack by -2. There are two sites with such automatic-attack types. Else tap a Ranger bearer to cancel a non-automatic attack Awakened Plant attack, which can be found in Mirkwood or Anduin Vales.

**Dragon-totem** is for leaders only. It provides +2 to bearer's rolls to bring characters into play. Ukog will have +5 to rolls with this item with no followers. Only those with a mind greater than three are not risk free.

Many harsh attacks will target the minions. **Pale Enchanted Gold** is a treasure and hoard special item. It carries two corruption points and vulnerable to Dragon-sickness, but it also gives a MP. You can steal it since it is likely used. Discard to cancel a detainment attack by elves, which won't happen. But it cancels any attack by Dwarves or Men. You expect to encounter dwarves anywhere and Men outside the Narrows. Else, you can discard this card to give +4 to an influence attempt against a Dwarf or Man character, ally, or faction.

Two ring special items are on your mind. **Magic Ring of Savagery** cancels any attack if worn by a Ranger. Tap the bearer and the ring. Play the **Dwarven Ring** on Ukog 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. This dwarven ring fetches major items or gold ring items. **Wisdom to Wield** allows a Sage to use the dwarven ring as a dwarf for the rest of the turn.

The method to test the special rings is using Black Rain. A Sage visits a Ruins & Lairs in The Wilderness. Opponent reveals a non-avatar character from hand else his whole hand. Revealing a character has you make a roll with modification -2 if Sage is an avatar. Either you play a Dwarven or Spirit Ring. Such sites for you are Withered Heath, Heart of Mirkwood, or Grey Mountains.

**Dragon-Teeth Necklace** is another item requiring the death of a unique dragon or drake by a company that turn. The minions will attempt this late in the second deck. The item is treasure and a trophy item. It grants +2 DI against Dragons, Dwarves, and Men, but -4 to flattery and offering attempts. Transfer of the item is voided. The beauty of this item is it can tap to force a Dwarf at a site in the same region to make a CC modified by -2. Failure results only in CvCC with the bearer. Bairanax and Corlagon are prime candidates (3s12p6b, 3s10p7b).

## FACTIONS

You have six factions. Two will be hard to get. There are orcs (1), dragons (2), and spiders(3). Join with that Power will help with influence. Bring at least five characters along and maybe discard a major item for the Roused (4+3=+7). Eaten Half a Village grants the avatar +4 and with his DI then provides +8. All your influence attempts are modified by +1 when the avatar is at Gondmaeglom.

Spiders of Mirkwood (13) allows discarding a prisoner via No Better Use to add a bonus to the influence attempt equal to the food's mind. This faction is valuable by tapping to shuffle one or two hazards (Flies and Spiders, Spiders Huge and Horrible).

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, a Spider AA or at any site in Mirkwood if the company has faced a Spider attack that turn. Played at non-RL sites invoke a -3 to the attempt. This faction can always be played at Ruined Signal Tower.

Orcs of Mirkwood (9, oRed Eye -2; oGorgoroth +2) will be safe to get at Sarn Goriwing. That site is Ukog's home site.

Two dragon factions will blanket many regions with passive dragon attacks. Both Roused dragon resources bother Smaug and Lomaw. ~~Use Consumed by Dragonfire to play one of them; the dwarven ring will modify the influence attempt by +6.~~ Another minion player may boost the body stat of these manifestations.

Daelomin Roused is a prized at 4 MP. An attempt of 12 is required. A discarded major item grants +3 and greater item +6. This should be done for the attempt. In play, those in Narrows, Withered Heath, Northern Rhovanion, and Iron Hills face an attack of 3 strikes of 13/8 with attacker choosing defending characters.

Leucaruth Roused is a similar faction. It too is 4 MP. An attempt of 13 is required. A discarded major item grants +3 and greater item +6. This should be done for the attempt. In play, those in Narrows, Withered Heath, Northern Rhovanion, and Iron Hills face an attack of 2 strikes of 16/8.

## ALLIES

Regiment of Black Crows will return to hand creatures not keyed to a site. This is great against many drakes and Thranduil's Folk when moving to a Dragon Den from another region not in Mirkwood. This ally will be discarded if the controller becomes wounded. Expect this to happen once.

Great Lord of Goblin-Gate is an Orc of 3 mind. His stats are similar at 5 prowess and 7 body. Try to place him with the company using Smart and Secret. The ally can tap to give +2 prowess to all Orcs in its company against one attack or in CvCC. Couple this with Hail of Darts for +5.

## MISSIONS

Seize Prisoners is 2 MP that will be played on a free-hold. The site must first be tapped. Try to have an item in hand so to tap the site. If this fails, then put Secret Book and this event in the sidebar. Shuffle them late into the second deck. Play Give Good Sport to make the event a prisoner. Then use the prisoner to influence a Spider faction. Every turn Give Good Sport is in play your opponent makes a roll. A result greater than 9 discards Seize Prisoners and makes the other event worth 1 MP.

Tempest of Fire is playable at a Border-hold or Shadow-hold. This site will be Woodmen

Town or Kala Dulakurth. The event presents three Orc attacks: 5 strikes with 8 prowess, 4 strikes with 9 prowess, and 3 strikes with 12 prowess. Scatha should take two high-body minions with him.

<u>Attack</u>	<u>alone</u>	<u>Scatha</u>	<u>roll</u>	<u>detail</u>
Site AA: Orcs-3d8	1w10	9-1-2=6	4	Scatha-no tap
Event 1: Orcs-5w8	1w12	9-1-2=6	6	Scatha-no tap
Event 2: Orcs-4w9	1w12	9-1-2=6	6	Scatha-no tap
Event 3: Orcs-3w12	1w14	9-1-2=6	8	Scatha-no tap

People Diminished is playable at a Border-hold or Free-hold. This site will be Thranduil's Halls. The event presents three Men attacks: 4 strikes with 8 prowess, 3 strikes with 10 prowess, and 2 strikes with 12 prowess. Scatha should take two high-body minions with him. Hurog with Elf-hewer is a candidate for success. He will have 7 prowess untapped against the first automatic-attack. Then tap the weapon to face the 3s10p attack for 7v12. Then Hurog will face one strike from the next three attacks: 6v8, 6v10, 6v12, which is better than a lone Scatha.

<u>Attack</u>	<u>alone</u>	<u>Scatha</u>	<u>roll</u>	<u>detail</u>
Site AA: Elves-xw9	1w9	9-1=8	1	Scatha-no tap
Site AA: Elves-3w10	1w12	9-1-2=6	6	Scatha-no tap
Event 1: Men-4w8	1w11	9-1-3=5	3	Scatha-no tap
Event 2: Men-3w10	1w12	9-1-2=6	4	Scatha-no tap
Event 3: Men-2w12	1w13	9-1-1=7	5	Scatha-no tap

Depredation of The Dragon is there to slow your opponents by adding pseudo-roadblocks on sites. But know that you cannot use the site again. Only non-normal Ruins and Lairs are available to be targeted. Place a site with this card that your Dragon-lord moves away from or any site in the same region if the Dragon-lord taps (adjacent is too powerful for Fate). When anyone wants to play resources that tap any version of a site with this event, only those characters with that has a home site can do so. Such characters can tap to untap the site or remove the corresponding copy from this card. Remember that you cannot move to a "targeted" site unless you discard the event. Be careful of selecting sites that are the only sites for your items (e.g. Sarn Goriwing, Goblin-Gate). Attempt to pick sites that your opponents' need such as Kala Dulakurth, Woodmen Town, Rivendell, and Thranduil Halls, Deep Cleft. Whispers of Wealth can easily target sites that you will not need to visit again.

## GREY MOUNTAINS

Several events will aid in combat and avoiding combat. Warriors, Diplomats, and Sages are important to this player. Scouts are not found in the deck.

**Hail of Darts** with a large company will be useful. It is played in the ORG phase lasting all turn. This resource will be highly useful to help Ukog kill in combat. Combine this with an orc ally to provide +5 prowess.

**Blow Turned** will keep minions untapped for the site phase or to be available for another strike that may kill the creature for a trophy. It is only for Warriors.

**Join with That Power** is a Diplomat resource to help with influence or corruption checks.

There are three Diplomats in the deck. Try to get at least a +3 modifier using it.

**Voices of Malice** is a Sage short-event discarding any non-environment permanent or long-event. Only three sages are available. Beware of corruption or stat lowering hazards.

**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 Bone-basher. The bearer of the Dwarven Ring too will benefit.

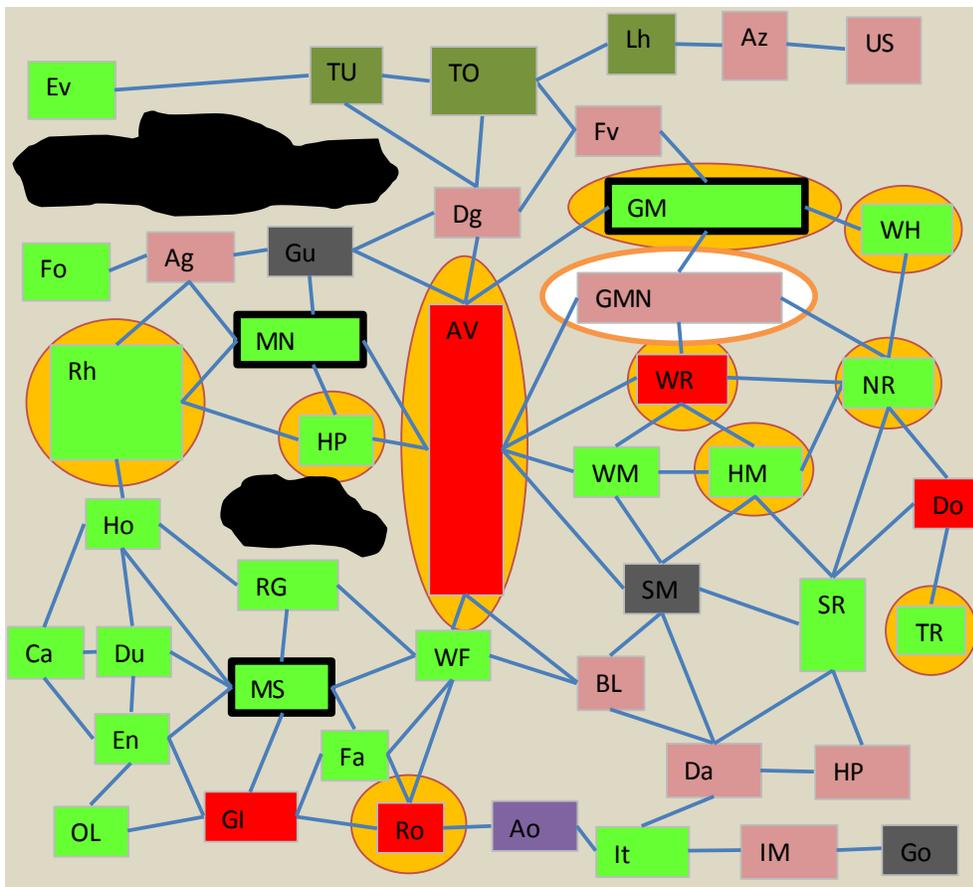
**Dark Tryst** is present to cycle through the first deck. Remove this card from the game to draw three.

**An Untimely Whisper** forces opponent to reveal to you 5 cards. This is nice when to use Black Rain.

**Path to Vileness** is played on a Man in an overt company just defeating an attack by Elves, Dwarves, or Dunedain. Now, that Man receives +1 prowess against those types and +2 DI against Orcs and Trolls. The man is also an Orc for non-environment cards.

**Marauding Band of Orcs** allows large companies to form, but only one non-Orc is allowed in this troop. This player has only the Dragon and a Man character to void this event. Company must have an Orc leader. Orcs with a mind two or fewer do not require any influence to be controlled. And no limit on the number of orcs to bring into play. Event prevent attacks against this company to be cancelled. This can draw heroes to attack and you providing prisoners.

An idea is to use Orc Garrison and Vile Fumes. Squat Brawler at the mountain-site to allow the avatar to be away from other characters. However, a greed mode card will keep the avatar at Gondmaeglom. Move to Grey Mountains to reach the Orc Garrison site. Play Vile Fumes followed by using that technology item to change type to Ruins. Now you can play Made His Dwelling There to make a Dragon's Den.



GN	haven
GN	High Helm
GN	Dragon's Abode
GN	Bone-hilted Broad
GM	Black Mace
AV	Regiment
AV	Pale Enchanted G
WR	People Diminished
WR	Seize Prisoners
NR	Secret Book
HM	Orcs Mirkwood
HM	Spiders of Mw
HP	Elfhewer
WH	Daelomin Roused
WH	Leucaruth Roused
TR	Seize Prisoners
Ro	Gold Ring, Lesser
Rh	Sable Shield

Grey Mountain Nar	H	Gondmaeglom	scatha	
Grey Mountain Nar	R	Buhr Thurasisg	scatha	Men
Grey Mountain Nar	L	Ovir Hollow	bolg, scatha	Dragon
Grey Mountain Nar	R	The Wind Throne	scatha	Orcs
Grey Mountains	L	Steel Fall	scatha	Undead D
Anduin Vales	R	Framsburg	scatha	Men
Anduin Vales	R	The Carrock	scatha	Animal, Be
Woodland Realm	F	Celebannon	scatha	Elves
Woodland Realm	F	Thranduil's Halls	scatha	Elves
Northern Rhovanion	B	Cave of the Urdharkonur	scatha	Men
Heart of Mirkwood	R	Mountains of Mirkwood	scatha	Spiders
Heart of Mirkwood	S	Sam Goriwing	scatha	Orcs
High Pass	S	Goblin-gate	necro, bolg, scatha	Orcs
Withered Hearth	L	Dancing Spire	scatha	Dragon
Withered Hearth	L	Irerock	scatha	Dragon
Rhudaur	F	Rivendell	scatha	Elves
Rohan	R	Barad Tathren	scatha	Spiders
Taur Romen	F	Rhûbar	scatha	Elves

## SITES

All the sites, 18, your plan on visiting are three or less region movement from the Narrows but three sites. Gondmaeglom is the normal Dragon Den. Another will be made to be safe from a violent dragon. Fourteen sites are in a semi-ring around Gondmaeglom (Narrows, AV, DG, GM, WH, NR, WR, HM, HP) convenient to use Roaming. Heart of Mirkwood and Woodland Realm belongs to this avatar. Sites farther away include Rivendell, Goblin-Gate, Rhubar, Barad Tathren.

Two of the 18 sites are shared. **Barad Tathren** is only attractive for its Spider automatic-attack and play of gold rings. Consideration was there to make it a Dragon Den and to move through the Under-deeps to reach it via Caverns Unchoked. Rivendell is a 4 region site.

Lands west of your bordering the Misty and Iron Mountains are contested by others (Ovir Hollow, High Pass, Ierock). You want to avoid Withered Heath and Grey Mountains. Your Roused factions though need that movement. You can avoid Long Peak by playing the greater item at Steel Fall.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark
1	4	1	6	4	2	0

This player will visit 18 sites including four Free-holds, one Border-hold, 6 Ruins, 4 Lairs, and 2 Shadow-holds. Maybe no other minion player will face as many elf automatic-attacks, except for Court of Ardor. You have some of the most dangerous sites to visit including three elf havens. Need to be careful about Anduin Vales for five sites will visit that region or cross it causing 10 movement phases to include this border-land region.

Automatic-attacks include Dúnedain, Elves (6), Men (3), Orc (3), Dragon (3), Animal (2), Undead Drake, and Spider (2). Eight of the sites you can say have weak AA. Four others are Lairs and four are elf-holds. Grond will not affect any of your sites; maybe select Grond as a Game Point card. One site is hidden, six contain hoards, one is a swamp, one is an Ancient Dwarf-hold, and four are port-on-river.

**Thranduil's Halls** is the site to People Diminished. Typical of elf-holds, it has two automatic-attacks: All with 9 prowess and 3 strikes with 10 prowess. Go there with all your characters, but Ukog so to use Hurog's 10 prowess against elf strikes. Scatha will be there to play the mission. Next door is **Celabannon** to find Seize Prisoners. Its automatic-attacks are a bit nicer of 3 strikes with 8 prowess and 3 strikes with 9 prowess. Hurog can handle three of those strikes.

**Rivendell**, four regions away, has Sable Shield. Its first automatic-attack are Elves of 4 strikes with 8 prowess. The second automatic-attack is Dunadan: – 3 strikes with 10 prowess. Rhubar is another elf-hold to Seize Prisoners. The first attack are elves with 9 prowess against all, then overts face Animals of 4 strikes with 9 prowess.

**Cave of the Urdharkonur** has your Secret Book or Dragon-Totem. Its Men attack of 7 prowess for all is detainment for a covert company. That is not a sure thing in Northern Rhovanion.

The Ruins have a varied AA type and mostly situated around the Grey Mountains. Move to **Steel Fall** to play Black Mace. An Orc will be wounded from the 16 prowess strike. Bone-hilted Broadsword is found at **Ovir Hollow** with its 12 prowess strike. Within the Narrows lies **The Wind Throne** with High Helm guarded by an Orc attack of 3 strikes with 7 prowess. In the same region is **Buhr Thurasig** and your second Dragon's Den. It too has a Men attack of 2 strikes with 7 prowess. Likely, you will not play an item before you make it a Dragon Den, but try with an item. Both Roused factions are in Withered Heath (**Ierock**, **Dancing Spire**) with at least a 13 prowess attack.

Lesser Brood will be played at **Barad Tathren** in Rohan – a dangerous trip with spiders. It has a weak Spider attack of 2 strikes with 7 prowess. **Mountains of Mirkwood** has your unique spider faction. Get by its Spider attack of 3 strikes with 7 prowess. Regiment of Black Crows is found at **The Carrock**. There are two strikes from Bears (animals) with 9 prowess. Beware of those wearing bear shirts. Nearby is the abandoned **Framsburg**. This site has a single strike Men attack with 10 prowess. That site has a hoard. Play Pale Enchanted Gold there if not elsewhere. However, since that item is not a minor it will tap the site.

Shadow-holds are plenty since the days of wars with Arnor. **Goblin-Gate** will play Elfhever. It is guarded by 3 strikes from Orcs with 6 prowess. Bully the Orc ally there during the second deck. **Sarn Goriwing** has Orcs of Mirkwood guarded by 3 strikes from Orcs with 5 prowess.

### **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. Bolg is vying for the attention of Sauron in the Misty Mountains. Your minions and items can be converted by the Ashdurbuk (B.S. One All-ruler). Thus, be careful of general influence when in High Pass. Find if any player has a Magic Ring of Savagery in play. A pity if it would be stolen. Felagrog will not bother you; he is in the Under-deeps.

### **NEIGHBORS**

Smaug the Golden is haughty and blind to his own arrogance. Yet, he will bother you in Northern Rhovanion, Heart of Mirkwood, and Withered Heath.

### **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. Do not be vulnerable with the avatar. Only venture out of the Narrows with resource combat events. 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. Be careful when visiting Rohan. The sites in Rhovanion will expose your minions to Smaug and Thranduil's Folk.

There is a prisoner hazard host card in the deck. Consider moving four regions to grab the prisoner for a return to the Narrows. There you can use the prisoner for a spider faction's lunch or to tempt a visit to surface site for later play of Shelob's Brood. You can later store the prisoner at Barad Tathren.

### **MARSHALLING POINTS**

- C=6 Only nine minions provide any MPs. Hurog, Ukog, Urgurk, and Tracker will be these MPs.
- I=6 Seven items grant any MPs. You should have High Helm, the magic ring, and Ulukai.
- F=6 Do not count on the dragon factions. These points are the spiders and troll factions.
- A=1 There are two allies. Regiment is the MP.
- M=9 Seize Prisoners, People Diminished, Tempest of Fire, and Dragon'Abode will give you these MP.
- K=4 You may be able to kill creatures. Try to kill the 2 MP Free People creatures.

Game Points: Grond, Eaten Half a Village, Hunters and Slayers

### **First Deck**

Move the starting company to play the unique items. Try to get the factions in play. Six of the 19 resources must be played. Expect to exhaust on Turn 9. Form a second Dragon's Den at Buhr Thurasig. Keep the avatar in dream mode until you can make a new Dragon Den. Then shuffle Hunger.

The quantity of cards shuffled into the first deck will be low (e.g. ~ 9). Whispers of Rings will grab two rings. Tap the avatar to shuffle Secrets of Their Forgings, then Oath of the Dragon. While you do not need to shuffle from the sideboard, tap the avatar x4 to dump 19 cards into the discard pile. Think about creating the Ulukai company for influencing away orc resources and characters. Roam in that company until the second deck when you have the other two mode cards in hand.

Consider using Weigh All Things to shuffle Roaming, Lesser Brood, Dragon's Abode. An Unexpected Outpost shuffles *Ungoliant's Progeny*, *Echos of Morgoths Cry* and *Shelob*.

### First Exhaustion

Remove from the sideboard 5 hazards: *Darkness Made By Malice* x3, *Spider of the Morlat* and *Shelob*.

Place these resources in the sideboard: Hunger, Claw, Secrets of Their Forging, and 2 magic cards (Pierced with Enchantment, ~~Frozen~~).

### **Second Deck**

Play the dragon factions by using Consumed by Dragonfire. Engage in CvCC twice once as the large company. Expect to exhaust on Turn 17.

The quantity of cards shuffled into this deck will be low (e.g. ~ 8). Dump the two dragon-magic cards.

Consider using Weigh All Things to shuffle main resources which were discarded from hand or maybe skill cards including a gold ring item.

An Unexpected Outpost shuffles *Desire All for Thy Belly* x3.

### Second Exhaustion

Remove from the sideboard 4 hazards: *The Reek* x2, *Choked With Vanity*, *Power Relinquished to Artifact* and one Game Point card.

Place these resources in the sideboard: dragon-magic (Great Strength, Spellbound), Wide Awake, short-events played on a Dragon character (Eaten Half a Village)

### **Third Deck**

Finish playing the remaining factions. CvCC as much as possible against your rivals.

## **SIDEBOARD MANIPULATION**

This avatar has 25 resources in the sideboard. Two resources are special rings to be accessed

by Whisper of Rings. The first group to dump are table resources. The next ten are dragon-specific. Finally, dump two dragon-magic, a mode card, and Consumed by Dragonfire. Shuffle Secrets of Their Forgings once the gold ring is in play. Shuffle Oath of the Dragon soon to play on Chieftain. Then shuffle Dragon's Den and Hunger. This is an easy sideboard to manage.

1	Dragon's Necklace	tap	dp23	
1	DR of Dwalin's Tribe-major	whispers		
1	Magic Ring of Savagery	whispers		
1	Leucaruth Roused		dp12	
1	Spiders of Mirkwood			tap2
1	Great Lord of Goblin-Gate		dp14	
1	Seize Prisoners			tap2
1	Seize Prisoners			tap3
1	Wisdom to Wield		dp11	
1	Dragon's Abode	tap		
1	I'll Be At Your Heels		dp34	
1	Give Good Sport			tap2
2	Eaten Half a Village		dp22,dp34	
2	Wurm's Reek		dp24,dp25	
1	Targeted For the Hunt		dp35	
1	Great Strength		dp31	
2	Wide Awake		dp32,dp33	
1	Oath of the Dragon	tap		
1	Hunting	tap		
1	Roaming		dp21	
1	Pierced with Enchantment		dp15	
1	Spellbound		dp13	
25 resources				

	cards	tap
SB to DP	15	+3
SB to PD	4	+4
Whispers	2	--
<u>Weigh All</u>	<u>--</u>	<u>--</u>

## HAZARD

You are playing a strategy that uses spiders and spawn to trouble those in Wilderland and in the Under-deeps. Half of the hazard events are for the spider creature half-strategy. Four spider creatures will weave mayhem and poison the hopes of those expecting peace. The hazard events are expected to be fast. Lord and Fallen-wizards will be targeted. Try to avoid the Misty Mountains and the effect of Drums.

Four hazards have three copies, five have two copies, and 10 single copy, which is the fewest of all minion players. Type found most are attack support. Avatar-centric hazards include Power Relinquished to Artifact, and Choked with Vanity.

Shorts are 15, six Longs, and 11 permanents are found. Only four minions have more long-events.

hazard	Deck	Total	Type	Type
Full of Froth and Rage	1	3	P	attack
Wake of War	2	3	L	attack
Black Vapour	3	3	S	attack
Pride Increased with Despair	1	3	P	check
Spiders Huge and Horrible	3	3	P	corruption
Twilight	1	24	S	environment
Power Relinquished to Artifact	1	1	P	fallen
Choked with Vanity	1	1	P	fallen
Echoes of Morgoths Cry	1	1	S	hand
An Unexpected Outpost	3	72	S	hand
Power Built by Waiting	1	3	P	hazard
Scatha at Home	1	1	P	home
Diminish and Depart	1	3	P	influence
The Pack at the Door	2	2	L	play
Flies and Spiders	2	2	S	prisoner
Darkness Made by Malice	3	3	S	return
Doubled Vigilance	1	2	P	site
Drums	2	2	L	site
The Reek	2	2	S	tap

## CREATURES

This is a spider and spawn theme. Six spawn, 3 animals, 3 elves, and 12 spiders are in the deck. There are many creature/event hazards. Wyrms' Reek works on all the spider and non-Free People creatures.

**King Spider** is also traps with a mild 8 prowess. It is a bit common in Double Wilderness, Shadow-lands, and Ruins. The number of strikes assigned are based on chance with a minimum of zero to a maximum to equal the number of characters in the company. The good thing about this creature its attacks and strikes are non-cancellable by general card effects, but a scout can tap a cancel he is facing. This creature will be played 9/9. Expect all to be killed.

**Giant Spiders** are the power-house of spiders. It has just two strikes with 10 prowess playable in Double Wilderness. All characters are considered orcs if wounded by that a body check equals his body is discarded. It can be keyed to Mirkwood, its Ruins, Shadow-holds, and Dark-holds in these regions. This creature will not survive against a strong overt company. This creature will be played 6/9 and at least one will be killed.

**Lesser Spiders** is weaker at four strikes with 7 prowess. These guys need enhancement. It is easier to play keyable to Wilderness, Shadow-land, and Ruins. Do not get more than one copy killed in the first deck; you might have to discard it to keep it alive. This creature will be played 6/9 and at least two will be killed.

**Shelob Brood** is a bit stronger at 8 prowess and four strikes. But it is only playable at Under-deep sites and surface sites. This will likely be useful against Radagast. You might move to the Wind Throne to bait CvCC by Thranduil. Use this creature when he visits. Do not expect to play this creature until the Warlord Phase. Use it with the Reek.

**Great Northern Bear** is an animal with 12 prowess, but has 7 body. It only has one strike with +4 prowess against Dragons. He can be keyed to 6 regions adjacent to Anduin Vales (except Wold & Foothills, Southern Mirkwood) and Woodland Realm. Non-haven sites in these regions will also face the bear. Only one copy of this creature can be played during a given movement phase. Thranduil will be often a target of this creature, but companies are immune if a Beorn House native is present. Heroes normally gain no MPs from defeating this creature. You want to enhance this creature with your hazards. The creature starts in the sideboard.

**Thranduil's Folk** is a tough elf creature. Mirkwood, Northern Rhovanion, and Grey Mountain Narrows will face this creature of 10 prowess and 6 body. Expect to tap heroes with this creature. This will affect Vidugavia, Thorin, and Dain. Use this creature for on-guard until the Warlord phase. You may have one company of Thranduil of Mirkwood that can be targeted by this creature since an elf with the site as a home site voids playing.

**Shelob** is likely to be played as a permanent-event when DON is already in play provides +1 prowess and +1 strikes to all spider and animal attacks. As a creature it has 18 prowess and 9 body for one strike.

**Spider of the Morlat** can be played as a creature against those in Mirkwood, else as a permanent-event. As an event she provides +1 strike to all spider attacks and any company moving in Southern Mirkwood, Heart of Mirkwood, Woodland Realm, Dagorlad or Brown Lands faces a spider attack of 3 strikes with 10 prowess. Minions will face it as detainment. Lesser Spiders with Full of Froth and Rage, Shelob, and Spider of the Morlat is a terrifying web of 1 MP, 6 strikes with 10 prowess.

**Monstrosity of Diverse Shape** adds a Spawn AA to Drowning Deeps and Remains of

Thangorodrim. In addition, once per turn the hazard player may use one against the hazard limit to play a wolf or animal hazard creature from his discard pile. Only the Great Northern Bear is in your deck. However, this event hurts Durlach.

**Spawn of Ungoliant** adds a Spawn AA to Pukel-Deeps and Gem Deeps. Its effect is +1 to all body checks for Elves, Dwarves, Hobbits, Dúnedain, and Men resulting from Spider attacks. This should kill a few characters during the game. This hazard bothers Felagrog.

**Ungoliant's Progeny** can save your spider creatures by making them detainment and +1 prowess. Wind-Deeps and Rusted-Deeps will see a nasty Spawn attack added.

**Ungoliant's Foul Issue** will allow you to hit the few minions in the Under-deeps by keying non-unique spiders to Under-deep Ruins and Shadow-holds. Ancient Deep Hold will get a nasty spawn attack.

		Full of Froth Rage	Wake of War   Doors	Shelob
		0.2	1.1	1.1
Lesser Spiders	4.7	4.9	5.10	6.11
Giant Spiders	2.10	2.12	3.13	4.14
Great Northern Bear	1.12	1.14	2.15	3.16

## Creatures

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

---

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

---

3 Anduin Vales/Gap Bear  
 3 Grey Mountains/Narrows Bear  
 3 Gundabad/High Pass Bear  
 3 Woodland Realm Bear  
 3 Heart/Western Bear  
 - Southern Mirkwood  
 3 Northern Rhovanion Bear  
 3 Withered Heath Bear

---

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	3	Great Northern Bear
BH	0	JJ	0	1	Monstrosity of Diverse S
RL	6	T	0	1	Shelob
SH	0	TT	0	1	Spawn of Ungoliant
DH	0	TTT	0	1	Spider of the Môrlat
UD	0	SL	6	1	Ungoliant's Foul Issue
FD	0	SL2	0	1	Ungoliant's Progeny
BL	0	DD	0	3	Thranduil's Folk
W	3	CS	0	3	Giant Spiders
W2	6	CS2	0	3	Lesser Spiders
W3	0	UD	3	3	King-spider
				3	Shelob's Brood

## **HAZARD-31**

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 during the Warlord Phase. Your hazard theme is to increase the playability of your creatures and to weaken heroes and minions. You will be affected by these hazards via some sites.

### Base cards-1

You have 1 copy of Twilight. There are zero other environment hazards.

### Corruption/Check-7

Elves have stayed in Middle-Earth for too long. Now their long desire of kingdoms under stone or tree will be their downfall. Four Elf-lords will be dethroned.

Choked with Vanity is for an elf-lord. All his resources not stored or in his company are at most 1 MP. This will likely be removed, but will cost tapping a Sage. The hazard is discarded normally if the avatar has less than six stage points.

Power Relinquished to Artifact makes an Avatar tap for removal. His prowess and direct influence are reduced by one. This is little, but an avatar with stage points is punished. Avatars with more than 5 SPs have this penalty at two. Likely, the Lords will not exceed 10 SPs.

Diminish and Depart is playable on a hobbit, wizard or elf. The hazard is easy to discard at a haven, but the target must tap. All elves and hobbits in the company are given +1 mind and any Wizard has -1 to his direct influence. Both of these hazards can limit company size by swinging the influence of a wizard by six or more. Thirteen of the 20 Hero players are affected by this.

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

Pride Increased with Despair targets valuable characters. Any of the victim's CC are modified by -1 for each ally and MP event played on him. The discarding mechanism is harsh considering a transfer of a greater or special item is needed for removal. This hazard will be placed in the sideboard until allies and those events have time to be played.

### Main Theme: Spider Enhance – 8

There are 12 non-unique spider creatures. Full of Froth and Rage adds +2 prowess to spider and animal attacks. You will avoid such site AAs except for two. Lesser Spiders become four strikes with 9 prowess played in common places.

Wake of War will boost strikes and prowess of spiders, animals, and wolves by one. This will help Giant Spiders making them 3 strikes with 11 prowess.

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

**Doubled Vigilance** is played on a Shadow-hold. A roll is made either nothing happens or the company faces a nasty attack of Orcs-4strikes with 9 prowess. Doors of Night expands this to Ruins & Lairs or to a Border-hold. This will happen before the on-guard creature such as Lesser Spiders or Great Northern Bear.

Power Built by Waiting can get you that one hazard event to add a web to those spider attacks to discard an elf to later use your elf creature.

### Secondary Theme: Spider Play – 8

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

The Reek is another short-event. If you discard a spider or animal (Great Northern Bear) creature from hand on a company moving to or at a Ruins, Lairs, or Under-deeps site this hazard taps all untapped characters with a mind less than 2+Spawn in play. There are five Spawn allies and five Spawn hazard events. Expect to have at least three Spawn in play constantly beginning late in the deck.

Das Pack Vor Der Tür will allow more areas your Giant Spiders can attack. Non-unique animal, spider and wolf creatures with DON can be keyed to BL, BH and Ruins. Do not know if this helps with Shelob's Brood (may be to adjacent regions of surface sites?)

Drums is a long-event increasing hazard limit, attacks' prowess, and certain sites' automatic-attacks. First, each company at or moving to an Under-deeps site has its hazard limit increased by one and prowess of attacks is increased by one. This will not affect you unless you visit The Wind-Deeps. Felagrog is the only player in your Division to be affected. Then sites in regions near mountain slopes have their automatic-attacks modified by +1 strike and +1 prowess ( by +2 if Doors of Night is in play). These regions include Angmar, Gundabad, High Pass, Redhorn, Gap of Isen, Rohan, Southern Mirkwood, Udun, and Gorgoroth. You will punish Bolg, Radgast, and Thranduil of Mirkwood. You will be affected when visiting Mount Gundabad, Goblin-Gate, and Barad Tathren. You have four cards to play in these sites. You can always discard this hazard until you have played the items. You can play the event once you have tapped the site with a company waiting to leave the site protecting your minions.

### Secondary Theme: Spawn Trouble - 7

Darkness Made by Malice is playable on a company moving to or at a Ruins or Under-deeps site; if there are more Spawn in play than characters in the company the company does nothing.

~~Desire All for Thy Belly requires the discarding of a Spawn card from hand. You can fetch Spider of Morlat from the table. Reveal a number of cards from opponent's top deck equal to the number of Spawn in play. Select a card. He must either remove that card from the game or reduce his hand size by one for the rest of the game. Then the hazard card is removed from the game. Place this hazard in the third deck against Thranduil of Mirkwood.~~

Echos of Morgoth's Cry is a unique hazard. It is a short-event. This hazard returns a Spawn manifestation to your hand from the discard pile and the hazard limit rises by two. If DON is in played, one spawn hazard creature may be played at any Under-deeps site or surface site. Use this hazard to fetch the hazards or play Shelob or Spider of the Morlat at a surface site. Use the next hazard to do this.

### 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.

### **URGURK**

### **WARRIOR/RANGER**

### **ORC**

[Mind: 4, DI: 0, P/B: 5/8, Home Sites: Deep Cleft]

Unique. Uruk-hai. +1 prowess against Dwarves. Discard on a body check of 8.