

GANDALF-FREE PEOPLES

50avatar

C	10	Grey Havens
I	11	Eriador
F	3	vs. Necromancer
A	1	Eriador Division
M	6	Hobbits-One Ring
K	1	Free Peoples

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 30 R. cards in sideboard

40 cards in H. deck, 10 H. cards in sideboard

14 characters in deck

8 starting cards

18 creatures

DC: 17res+17haz+6char = 40

142 TOTAL CARDS

Deck Outline

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OVERVIEW

Gandalf the Grey has been living and struggling with the Free Peoples for centuries. He knows many of the inhabitants and the evil, which continues to harm and destroy those in Middle-earth. From the time of his arrival at the Grey Havens, many kingdoms have risen and fallen. A new shadow is secretly building an enormous strength to propel against the remaining Free Peoples of Middle-earth. The Grey Pilgrim knows that victory cannot be achieved by strength alone in armies or with cunning strategies; it can only be done by removing the Shadow itself. The Shadow is rumored to be that of Sauron. Mordor has been abandoned by Gondor. The Ring is in the Sea, so says Saruman. If the Shadow is Sauron, then only casting the focus of Sauron into the Volcano that is in the Black Land can Middle-earth be free from this immortal evil. The One Ring must be found and carried into Mordor. Who will go? Who can withstand the ultimate evil all the way to the Cracks of Doom? The elves are leaving for the West and the Dwarves are sealing themselves in their mountain caverns. A new source of courage must be found. Gandalf knows where it is. The Shire is where the innocent power calls its home among the gentle downs in central Eriador.

The tireless burdens of Gandalf the Grey is to gather the remnants of old to successfully bring the Ring out of hiding. This must be done in small steps. Halflings and hidden sentinels of Arthedain will help Mithrandir. Others such as maiar and the Heavens above will hold the evil at bay. The resource deck is broken up into two core groups. Movement will carry him to the mountains, sea, and the great river, but Sauron is near and agents can be anyone. The first group of cards is to find the Ring and the second is to prepare the Fellowship for their perilous journey once the White Council is called. The Eye is ever watching. Wizards and many Lords will help in this final attempt that holds the fate of all.

RESOURCES (40/30)

Four columns with numbers. 1-row MP; 2-MP you expect to have at Council; 3- copies in playdeck; 4-copies in sideboard. Bold = unique resource; *starting resource.

6	0	1	The One Ring	
3	0	1	Bilbo's Magic Ring	
		1	Palantír of Elostirion	
4	4	1	Scroll of Isildur	
		1	Earth of Galadriel's Orchard	
1	4	1	Andúril	Info
1	1	1	precious gold ring	
1	0	1	precious gold ring	
		1	Sting	
	*		Star glass	
	*		<i>Pocket Handkerchief</i>	
	*		Dagger	
0	0	1	<i>Shire-Ale</i>	
3	3	1	Rangers of the North	
1	3	1	Hobbits	
		1	Hobbits of Westmarch	
2	0	1	Gollum	
1	1	1	Mistress Lobelia	
1	1	1	Bill the pony	
1	1	1	Fatty Lumpkin	
3	3	1	Tom Bombadil	
1	1	1	Goldberry	
		1	Hobbit-pony	
1	1	1	Barrow-blade	
1	1	1	Reforging	Info
1	1	1	To Fealty Sworn	
1	1	1	Counsellors of the North K	
1	1	1	The Thain	
1	1	1	Great Elf-warrior	
3	3	1	Mallorn	
				11/15
2			Hiding	Sc
3			Many Turns and Doublings	R
2			Marvels Told	Sa
1			Fireworks	Sa
3			Old Friendship	D
3			Halfling Stealth	hobbit
3			Halfling Strength	hobbit
3			No Waiting to Wonder	hobbit
1			Houses of Healing	pe
1			<i>New Best Friend</i>	pe
1			Farmer Maggot	pe
1			Mithrandir	pe
1			Spring of 1420	pe
1			Mister Underhill	pe
1			<i>Whisking Youths</i>	pe
1			<i>Do Not Use It Again</i>	pe
1			The Prancing Pony	pe
1			Narya	ring
1			Rings of Power	ring
3			Smoke Rings	
3			Longbottom Leaf	
1			<i>Wizard's Cart</i>	
3			Hobbit-lore	ritual
1			Wizard's Flame	spell3
1			Wizard Uncloaked	spell2
1			Sacrifice of Form	spell0
				29/15

HAZARDS	(40/10)
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<i>Creatures</i>	18/3
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3	Arthedain Rangers	dúnadan	2* x	10/6	Arth, Card, Shire, Rhud, Hollin	
3	Rangers at Sarn Ford	dúnadan	2* 5	10/-		
3	Angmarim Tribesmen	men	1 4	9/-	An,Gu,MM (E,A,F,R)	
3	Wandering Eldar	elves	1* x	9/-	BL, WW (FD xDoors)	
3	Dwarven Travelers	dwarf	1* 3	8/-	BL, W; bh, rl	
3	Glutan	animal, wolf	1 2	8/-	W/RL (Eriad/WL)	
3	<i>Shirrif</i>	hobbit	2* 6	6/9	Shire, Brandy Hall	ex2
%	Gandalf the White Rider					

<i>Events</i>	22/7
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3	Covetous Thoughts	P.corruption-minions	
1	The Will of the Ring	S.ring-ONE	ex2
3	The Roving Eye	S.check	ex1
1	Dragon-sickness	S.check	
1	Something Else at Work	P	
1	Lure of Power	P.check	
1	Press-Gang		
2	Chill Them with Fear	L.attack-elf,dwarf,dunadan,hobbit	
1	Made for His Rescue%	P.attack	ex1
1	Decisions of the White Council	P.	
1	The Watchful Peace	L	
3	Chance of Being Lost	S-roadblock	
3	Tookish Blood	S.char-hobbit discard or stay in play.	
1	Revealed to All Watchers		ex1
1	<i>The Old Villain</i>	P.agent-my precious	ex2
1	Returned Beyond All Hope	S.cycle-Free Peoples	
1	Beacons Alight	L.	
3	An Unexpected Outpost	S.cycle-any hazards	

%Starts the game as a permanent-event. Once discarded, this hazard cannot be played until the Power decks. Cannot be used as a creature attack until Power Decks.

SITES Sh-3, OF-2, Ar-3, Ca-2, EC-1, Rh-0, Fo-0, Li-1, HP-1, WF-1, UD-1

Rh	Rivendell			
Li	Grey Havens			
WF	Lórien			earth
Ar	Tol Lamfirth	(Info)	x	Rangers + Fealty
Ar	Hostel of S. Nienna	heal		visit
Sh	Aden Scarlet's ML	Info	hobbit.3d5	
Sh	Bag End			Bill the Pony
Sh	Bywater			Hobbits, Hobbit Pony
Sh	Tuckborough	Info, (major)	hobbit.xd6	x
Sh	Sackville		x	Mistress Sackville
Sh	Michel Delving		x	x
OF	Brandy Hall	(minor)		Sting ,(play characters)
OF	Tom's House		x	Goldberry, Tom, Fatty
Ar	Bree			Prancing + Andúril
Fo	Ruskea Vene			
EC	Isle of the Dead that Live	m, M, ring	undead.2w8	precious gr
Nu	Andoloki	m, M, ring	drake.1w10	
Ar	Annuminas	Info, m, M	undead	
Ar	Dead Man's Dike	m, M	undead	
Ar	Eldanar	m	men	
Ar	The White Towers	m	wolf	palantir
Ar	Weathertop	Info	wolf	
OF	Willow Dingle-h	Info, m (H)	plant	Reforging
Rh	Ettenmoors	m	troll.1w9	
Ca	Barrow-downs	m, M	undead	Barrow-blade
Ca	Bar-en-Ibûn	m, ring	dwarf	precious gr
Ca	Tharbad	m	men.3w6	
Ca	Worthy Hills	Info	men	
Ho	Ost-in-Edhil	ring	animal	
Ho	Telpemar	Info, m, ring	men	
OG	Stone-Circle	m, Info	pukel.1w9	
Ad	The Stones	greater	pukel.2w9	Narsil
MA	Tolfalas	m, M scroll	undead.3w7	
ud	Under-Grottos	m, M, ring	orcs.4w7, Sh	Bilbo's Magic Ring
Li	Mount Rerir	m, M, G	undead.3w9	Scroll of Isildur
Ca	Creb Durga	m, M, G*	orc, troll	
HP	Goblin Gate	Sméagol	orc	Gollum

CHARACTERS-10	5-8-8-4-5	race	home	site	other info
Gandalf	10/10/6/9+	W/Sc/Sa/DW	IZARD	any haven	tap to test ring
2 Arathorn II	7/2/5/9*	W/R/D	Dúnadan	Annúminas	+1DI.Elf/dun; +2DI.Rangers
3 Aragorn II	9/3/6/9+	W/Sc/R	Dúnadan	Bree	+3DI.Rangers
2 Beretar	5/1/5/8*	W/R	Dúnadan	Bree	+2DI.Rangers
2 HalbaradN	6/1/5/7+	R/Sa/D	Dúnadan	Bree	+2DI.dunadan
Halbarad	1/1/0/5*	Sa/D	Dúnadan	Cameth Brin	+4DI.Hillmen
1 Gilraen	3/1/2/8*+	Sc/Sa	Dúnadan	Tol Lamfirith	+4DI.Aragorn
3 Strider	8/2/6/9	W/Sc/R	Dúnadan	Bree	
Ranger	2/0/4/7	R	dúnadan	Arthedain+	
Ranger	2/0/4/7	R	dúnadan	Arthedain+	
Ranger	2/0/4/7	R	dúnadan	Arthedain+	
1 Bilbo	5/1/1/9	Sc/Sa	Hobbit	Bag End	-4CP
2 Frodo	5/1/1/9--	Sc/D	Hobbit	Bag End	-4CP
1 Sam	4/0/1/9+	Sc/R	Hobbit	Bag End	-3CP
1 Pippin	4/1/1/9*+	Sc	Hobbit	Tuckborrow	-2CP
1 Fatty	3/0/1/8--	Sc	Hobbit	Bag End	-1CP
<i>starting company:</i> at Grey Havens					
Arathorn II	7/2/5/9	W/R/D	Pocket Handkerchief		
Beretar	5/1/5/8	W/R			
Pippin	4/1/1/9	Sc	star-glass		
Gilraen	3/1/2/8	Sc/Sa	Dagger		
Halbarad	1/1/0/5	Sa/D			

GI-13/20		Hand-8	Mind-32	
Ring-seekers				
Gandalf	10/16/6/9	W/Sc/Sa/D	-1	Lore, Lore, Lore
Sam	4/1/3/9	Sc/R	2	gold ring, sting, scroll
Pippin*	4/1/4/10	W/Sc	2	bilbo MR, Fealty, Thain
Ranger	2/0/4/7	R	0	
Hope Seekers				
Halbarad.N	6/3/5/7	R/Sa/D	0	
Gilraen*	3/1/2/8	Sc/Sa	2	palantir
Lost Glitter				
Arathorn II*	7/3/5/9	W/R/D	0	
Ranger	2/0/4/7	R	1	glass
<hr/>				
Wanderers				
Aragorn II-L	9/7/11/9	W/Sc/R	2	narsil, Andúril, Equals
Arathorn II	7/2/5/9	W/R/D	1	glass

OBJECTIVE

Gandalf is the only Hero with the One Ring in his deck. He will bring it into play during the White Council or just before. Gandalf has resources to reach 32 MP for his Power deck. Almost half of these points are from items. A strong foundation of resources needs to be ready for the finding of the Ring. Then the One Ring must be sent to a haven for the White Council. Sites to play resources stretch over much land from Lindon to the Mouths of the Anduin.

Aragorn II and Frodo are the main heroes for Gandalf. The resource strategy utilizes hobbit scouts and stealth in gathering MP in and near western Eriador. The Wizard has several cards for him (events, spells). The hazard strategy is recruiting the Free Peoples to fight back and repel the evil that has suppressed them for so long. The creatures can target all the free and border realms. You want to delay the revealing of your strategy at late as possible, which is why Folco does not start for you. Thorongil will be his own player for the first 20 turns. He will play Narsil. Starting the third deck he will become Strider hunting for Gollum.

Top 5 Major Goals

1. Store Earth of Galadriel's Garden
2. Play Hobbits of Westmarch and all its prerequisites
3. Frodo or Bilbo bears the One Ring
4. Four Hobbits in play
5. One Ring is at Rivendell

GANDALF & SPELLS

The Grey Wanderer is to have followers giving them support by using spells and tapping to test a gold ring. He is not a Ranger, but can come into play at any haven. His home site of any haven is fantastic that he can be played either at Rivendell or Grey Havens – both are in Eriador. His +1 to corruption checks will help him resist corruption. The second ability of his is tapping to test a gold ring item, which saves slots in the playdeck.

Gandalf will have [Hobbit-lore](#) to control the halflings easier. Three copies of this event are extreme, but (1) you want to be able to influence away a hobbit from a fallen-avatar. Hopefully, the wizard will control 16 mind of Hobbits: Frodo, Sam, Pippin, Fatty. All three-copies start in the sideboard.

Playing [Sacrifice of Form](#) will be tricky. Use Smoke Rings to recycle itself until recycling an avatar card is needed to reveal the wizard again. Play this spell soon when drawn.

Gandalf will be tapped during virtually every organization phase, so he will be weary during travels and at sites. Tap him to bring cards from the sideboard at any opportunity for those cards are needed to be played during the second deck. [Wizard Uncloaked](#) will help keep things moving. Uncloaked removes permanent-events that require tapping for removal or resources to handle corruption checks. [Wizard's Flame](#) is good for general fighting and automatic-attacks. A -3 modified corruption check gives -2 modification to all attacks against the company.

[Narya](#) is dangerous. Old Friendship, allowed in FATE, is needed for the -5 modified corruption check. But you receive +4 prowess, +1 body, and +2 direct influence for a turn. Also, you untapped all unwounded characters in his company to rekindle hearts in a world that is feeling chilled.

[Mithrandir](#) is played on a non-overt company without an avatar. You can play spells like Wizard Uncloaked. What is more is than when his company moves to a Shadow-hold or Dark-

hold, opponent must reveal 3 hazards in his hand or his whole hand. This lasts for three turns. Mount Rerir is the only such site you plan on visiting that will gain this function.

There is usefulness to untap sites. [Fireworks](#) is a ritual and Sage event to untap a Free-hold or Border-hold if the Sage adds mind and a roll that is greater than 12. The White Towers and Tom's House are the prime locations. [Wizard's Cart](#) is played on a company with a Wizard and a horse ally. Bill the Pony is expected to be discarded for effect for Deck 1. But Deck 2 untap Tom's House to two allies. Then untap White Towers during Deck 3. Wizard's Cart allows a company size to become 9. Tap this card to fetch one Fireworks from the sideboard. But you need to tap the Wizard to untap this card. Discard this card when the wizard is no longer is near a horse ally.

CHARACTERS

Those in Eriador have protected The Shire from wolf packs and ruffians for centuries. Dúnedain and hobbits will join with a wizard to bring to light a great evil. All have a home site in Eriador. This player has the most hobbits of any deck along with 10 Dúnedain. You will have two moving companies using at most 13 GI once the wizard is played. There is a resource in the deck for each skill except for Warrior. Eight Scouts and eight Rangers will sneak from west to east. Three Sages, not counting Bilbo, will be vital to play Reforging and Anduril.

Aragorn II is the keystone for this player. Strider will become a character under control of this player to start the Warlord Phase in hope having Narsil. Use Strider for a few turns to tap and grab and item, ally, or faction. Then play Aragorn II. Aragorn II has 9-mind with 3 DI, and great P/B stats of 6/9 - one of the best hero characters in the game. His three skills, W-Sc-R, make this character vital keeping his company away from attacks. He also has +3 DI against the Rangers of the North. First Among Equals will try to be played on him. That event with Anduril makes this exiled king 7 DI, 11 prowess, and 9 body carrying two corruption points. Enough DI is there to control: Arathorn II, Halbarad of the North, or Beretar+Ranger of Anor. He will lead a core company. A Bree home site can allow him to be played at that site.

Strider has 8 mind and 2 DI. All cards on this manifestation will be transferred to Aragorn II. He has +3 DI against the Rangers of the North. Tap Strider to search your discard pile for any one item, ally or faction playable at his current site in Arthedain, Cardolan, Rhudaur, or the Shire.

Arthedain (palantír)

Cardolan (gold ring, Narsil)

Rhudaur (Sting)

Shire (Bill the Pony, Sting, Mistress Lobelia, Hobbit Pony)

Old Forest (Goldberry, Tom Bombadil, Fatty)

Arathorn II has a 9 body that will keep him in play until his son is played during the second deck. This 7-mind Dúnedain has 2 DI, 5 prowess and 9 body. His +1 DI against Dúnedain allows him to control Gilraen. His DI bonus against Rangers of the North is +2 as he is the Chieftain of the Rangers. His three skills are W-R-D that will help with corruption checks using Old Friendship. He leads a core company for the first deck. Annúminas and Rivendell are his home sites, which can be used to cancel the AAs. Arathorn II with Anduril has 5 DI to control Beretar if that arrangement can be made. Such a high body may require him to face two strikes from the same attack so to protect a weaker companion.

Halbarad *the Doomed* will start the game providing his Sage skill for only 1-mind. His 1 DI

will not be used. A zero prowess is dismal and a 5 body is downright criminal. He will stay at Rivendell until he is discarded for preservation. His home site of Cameth Brin and +4 DI against the Hillmen are of no concern. He is also a Diplomat. Think about discarding him a few turns into the game to remove a company the opponent can use to play hazards. But try to play this character late in the second playdeck as a follower to Gilraen using his Sage skill.

Halbarad of the North is a versatile character. As a trusted leader he brings wisdom and a tactical mind to the wastelands. His 6-mind brings three skills, 1 DI, and a strong 5 prowess. The R-Sa-D trio is rare among the 500 or so characters. He can either tap to cross a River, be the one to have Marvels Told, or seek Old Friendship. He will lead a core company using his +2 DI against dúnedain to control Gilraen. If he needs to be played again his home site of any Borderhold of Eriador is convenient. But his low 7 body may mean he will not survive an assassination.

Beretar is a commander of rangers guarding the Shire's eastern borders. His 5-mind is joined by a strong 5 prowess and average 8 body. A Bree home site allows him to be brought into play the turn after playing Rangers of the North, which he has +2 DI against. He will be a starting character acting as the bodyguard to Gilraen and the main Ranger. He can be a replacement to Haldalam in the second deck. Beretar is available to tap to face two strikes from the same attack.

Gilraen is the wife of Arathorn II and mother to Aragorn II. She is a vital Sage. Her Scout skill can be useful too. Gilraen has +4 DI against Arathorn II and Aragorn II, but will not use it in this game.

Three copies of Ranger of Arnor are included to provide fighting support to a weak company. He has 2-mind to allow him to be a follower to a few other Dunedain. But he is only a Ranger, which will help him among the Hobbits. His 4 prowess is great for his mind, but a 7 body is low. However, that can help Gandalf when this character is killed so to allow another to be played the next turn instead of discarding Ranger of Arnor. He cannot start the game. His home sites of any site in Arthedain, non-hidden site, non-Shadow-hold sites in Cardolan and Rhudaur allows his easy play on a weak company or heal. Discard this character when not needed so to not waste a turn discarding. One copy can be a follower to Aragorn II along with Haldalam.

Frodo and Bilbo are in the deck. But only Frodo is expected to be played. Bilbo is used in Thorin's deck. However, Bilbo might be discarded during the White Council to allow Bilbo to be played too. If Frodo is eliminated, then Thorin will release Bilbo so Gandalf can play the Sage Hobbit. Both hobbits are exactly the same including 5-mind, 1 DI, 1 prowess, 9 body, a Scout, +4 to corruption checks, and Bag End as a home site. Frodo is a Diplomat, and Bilbo is a Sage.

Mister Underhill is a unique resource for Frodo. Diplomat is lost, but what is gained is the ability to fetch a useful event (Halfling Stealth). Also, the hobbit is limited to move in The Shire or to regions adjacent. This event may be good to use for a few turns during the second deck if both are in hand, but discard Frodo to keep him safe-

Sam Gamgee is a bit weaker at 4-mind, zero DI, and +3 to corruption checks. Sam's quality to the game is being a Scout and Ranger. This will give his company support when moving. His home site is Bag End. Sam does not start for keeping him alive for a few more turns instead being eliminated at the start of the game. Give Scroll of Isildur to this Hobbit.

Pippin is from Tuckborough with the trait of trouble-making. He is similar to Sam but has 1 DI, +2 to corruption checks, and only a Scout. His 4-mind is too high so he must be controlled by Gandalf. Try to keep him alive. Pippin will become The Thain.

Fatty Bolger may not be as versatile as his friends, but he can run a mile when needed. He has 3-mind for easier control, 1 prowess as usual for a hobbit, a Scout, but an average 8 body. He

cannot be a starting character and can only be brought into play at his home site as all hobbits. His will to avoid corruption is the weakest at +1 to checks. His special ability is what put him in the deck: he can tap to cancel a strike against another Hobbit in his company. Play Fatty only after the first deck exhaustion. His elimination is not a pain for this player if Fatty protected Frodo doing so.

COMPANIES

The starting company will have [Arathorn II](#), [Beretar](#), [Pippin](#), [Gilraen](#), and [Halbarad](#) using 20 GI. This company has two representatives of each skill. Pippin will use his corruption bonuses often. He can take strikes and carry items; his inclusion allows the hobbit resources to be placed in the play deck. Keep Pippin and Gilraen in play. [Arathorn II](#) has a 9 body that will keep him in play until his son is played during the third deck. His +1 DI against dunedain allows him to control Gilraen. She is a vital Sage. Beretar is the primary Ranger. Give him the Dagger of Westernesse. Be warned that you will be using much of your GI until Gandalf is played. Gilraen is the hero to play [Marvels Told](#) later in the game.

Arathorn II will stay in play until the Warlord Phase. That is when Strider will join the group. This means you can take risks with your starting characters. Discard Halbarad when Gandalf is played. The other four can split in two companies: Arathorn II/Gilraen, Beretar/Pippin. Give Ring of Barahir to Beretar allowing easy discarding of the item when the character is discarded. One Star-glass is a starting item to cancel strikes or help with direct influence enhancement.

Arathorn II	7/2/5/9	W/R/D	Pocket Handkerchief
Pippin	4/1/1/9	Sc	star-glass
Gilraen	3/1/2/8	Sc/Sa	
Beretar	5/1/5/8	W/R	dagger
Halbarad	1/1/0/5	Sa/D	

During the game four core groups will be formed, but only two can be in play at one time. Gandalf will lead one of the core groups, which will stay in play once the wizard is revealed. Halbarad of the North will lead Gilraen until Aragorn II is played during the third deck. Arathorn II leads the third core company. Aragorn II leads the fourth company; he will control Arathorn II - a Diplomat allowing the use of Old Friendship to aid his company with corruption checks. But the direct influence boosts may allow When Aragorn II comes into play Gilraen will stay at a haven controlling 1-mind Halbarad playing [Marvels Told](#). This will leave an 8 GI buffer until the White Council ends.

You need to get Scroll of Isildur in play soon so to avoid visiting Mount Rerir later in the game. Anduril will be played during the third deck so to hide the return of the King.

<i>Ring-seekers</i>				
Gandalf	10/16/6/9	W/Sc/Sa/D	-1	Lore, Lore, Lore
Sam	4/1/3/9	Sc/R	2	gold ring, sting, scroll
Pippin*	4/1/2/10	Sc	1	bilbo MR

The Ring-seekers will play resources, which aid in the finding of the One Ring. This will be Gandalf and two hobbits where barrel-riding is a must for a hazard limit of two. Your trips to

Ruins will give trouble, so have appropriate resources in hand. This company has three Scouts. Gandalf has three [Hobbit-Lore](#) events to give the wizard +6 DI to hobbits. He then has 8 DI available to play Fatty or Beretar. Gandalf will tap to play resources at non-Undead sites with simple attacks. Shire will be the frequently visited.

Pippin stays in play wearing Bilbo's Magic Ring for 3 CP, but his +2 to CC equates to 1 CP. Sam will join him as a follower searching for potatoes carrying items such as a Precious Gold Ring, Sting, and Scroll of Isildur. Sting modifies Sam's prowess at 3 and 5 CP from these three items, but his +3 to CC equates to 2 CP. Sam is the only Ranger of the three. Do Not Use It Again may be played on the Scroll. Gandalf does not have a specific item so to keep his corruption low. He will tap to test a gold ring in his company. This company will likely not be formed until the second deck after Bilbo's Magic Ring is played. Up to 12 MPs will be with this company (c.2, i.8, a.2). You may want to keep a Ranger of Anor with this company.

Resources to play: Sting (Tuckborough), Mistress Lobelia(Sackville), Rose Cotton (Bag End), Hobbits (Michel Delving), Tom Bombadil (Tom's House), Reforging (Weathertop), Precious Gold Ring (Bar-en-Ibun).

Hope Seekers

Halbarad.N	6/3/5/7	R/Sa/D	0	
Gilraen*	3/1/2/8	Sc/Sa	2	palantir

Halbarad of the North leads the Hope-Seekers. His +2 DI against dúnedain allows him to control Gilraen. If he needs to be played again his home site of any Border-hold of Eriador is convenient. He will play allies and cards to protect others. Gilraen's purpose is to use a palantir.

This company will have allies and a palantir. Two allies may be played with this company. Try to play the allies with Halbarad: Tom Bombadil and Fatty Lumpkin. Allies will be transferred to Halbarad. Halbarad of the North can be played after discarding Beretar since the low 7 body threatens his chances to stay in play until the second deck. These two will sit at a Reconstructed Towers using the palantir to remove corruption cards on Elves and Dunadan. This company will use Hiding, Many Turns and Doublings, and Marvels Told.

This company will be form during the second deck giving time for Arathorn II and Beretar.

Lost Glitter

Arathorn II*	7/3/5/9	W/R/D	0	
Ranger	2/0/4/7	R	1	glass

Arathorn II leads the Lost Glitter company. He will use his Ranger skill to move quietly playing items. He can control a Ranger of Arnor. Not much MPs, 5, will be with this company. They will play Bill the Pony so to return to a Haven after traveling far. Goldberry will remove Wilderness creatures. Forochel will be visited for Ring of Barahir. They will also visit Isle of the Dead that Live for a precious gold ring, Lorien for Earth, and Barrow-downs for Barrow-Blade.

Wanderers

Aragorn II-L	9/7/11/9	W/Sc/R	2	narsil, Andúril, Equals
Arathorn II*	7/2/5/9	W/R/D	1	glass

Aragorn II leads the Wanderers controlling his father. Aragorn II has a Reforged Narsil and is First Among Equals. This grants him 7 DI and 2 CP. First Among Equals provides corruption and DI bonuses. Aragorn II becomes a leader. His leadership will not be used in anyway. Arathorn II will carry the Star-glass to cancel undead attacks. This dunadan has a home site in Wilderland. The Wanderers will deter any minions who happen near the Ring-seekers. Aragorn II's 11 prowess and untapping ability with Andúril allows this company to play items after facing almost any AA. Play Ring of Barahir on Arathorn II to protect against Rolled Down to the Sea. Up to 12 MPs will be with this company and 10 of them on one character.

Frodo, Fatty, Pippin, and Sam are getting ready for the final leg to the Black Land. They will be played when drawn in the second deck. Once the game settles, Gandalf will lead a company of four hobbits to play allies and the faction who were not played earlier.

Ten character exchanges are needed. This is relatively low and easily achievable with the use of havens by this avatar.

ITEMS

Weapons are the main source for combat support and the majority of the items. The deck is built around a stealth frame, but the weapons are the teeth. Thirteen items will help Gandalf.

Narsil and Sting will be a bitter reward for minions and monsters on the prowl. These items are in the playdeck for fast play. Narsil is a greater item and Sting is a minor item. Sting gives anyone +1 prowess, but hobbits receive +2 prowess. The greater item Narsil requires a visit to a site with a tough AA. Narsil provides +1 DI, +1 prowess, and 2 corruption points. Anduril, Flame of the West is an event, but provides Item MPs. A Sage is needed to play this event and remain tapped until stored at a Haven. When this card is played the Sage makes a corruption check modified by -3. When Anduril is stored a stored Reforging can be discarded to place Anduril with Narsil. Now, the combination gives the bearer 7 MPs, +5 prowess to a maximum 11, +2 DI, and three corruption points. The event can tap to untap a Dunadan in the same company, but the bearer makes a corruption modified by -1. You want to keep the reforging secret until near the end of the second deck.

Dagger of Westernesse gives anyone +1 prowess to maximum 8 for one corruption point. Later play Barrow-Blade on the weapon.

Pocket Handkerchief is a minor item helping your Hobbits stay in play. Only allowed to be a starting item if you start with a Hobbit. Drop this item to cancel any effect that would return the bearer to your hand this turn or discard him if a bearer.

Shire-Ale is a food item playable in the Shire or at Bree even if tapped. Discard the resource to discard Despair of the Heart or Alone and Unadvised played on a character in company; target makes a body check modified by -1. Failing only wounds. Hobbit bearer may discard this item for +3 prowess, -2 body until end of turn. Target Hobbit cannot use Halfling Stealth, Sneakin, or Stealth and cancels such ongoing effects.

Star-glass will help in canceling attacks or reduce prowess. Star-glass can tap to cancel an Undead attack or modify the prowess of wolf, spider, or animals by -2. Bearer must make a CC first. Such a modification of attacks can allow some of the big people to remain untap after an AA. Expect to visit five sites that have one of those four AA types. This item will be the first to be discarded by a thief or by Rats. Elf-stone is a jewel that gives +2 DI against Elves. There are three copies of this item to help influence away minion elves.

Two precious gold rings will help you play the One Ring if the main option fails. Bilbo's

Magic Ring, is great in canceling strikes on the bearer giving the wearer +3 DI, +3 prowess and +3 body (max 10). A good-roll of 9+ is needed for testing successfully the ring. Play this item at the Under-Grottos. First practice your riddles. **Scroll of Isildur** is a greater item to help with playing the **One Ring** by modifying a ring test by +2. All but Bilbo's Magic Ring are in the sideboard. Play Do Not Use It Again on the One Ring to conceal it. The ring will give no CPs, but cannot be used. The resource is discarded if bearer is in a company size less than three, chooses during ORG phase, or becomes wounded. Far-sight is included to fetch these items when needed such as the Scroll or a ring.

Palantir of Elositirion will be used to remove corruption on your elf characters. Bearer just needs to be a Sage to use this palantir, but the stone cannot move. But you have no elves. Reconstructed Towers will allow the stone to aid Dúnedain.

Earth of Galadriel's Orchard will be played to later plant a Mallorn in Bag End. Store this item at Bag End quickly. But first you must visit Lórien. Store this item for 2 MP.

ALLIES

There are six allies in this deck: two hobbits, two horse animal, and two maiar.

Bill the Pony is a 1 mind unique ally. This horse ally has -2 prowess and 10 body. But you can play the ally at Bree or at Bag End. You can then discard the ally at end of companies turn at a non-Haven site if his company size is three or less to replace the site with nearest Haven. Fetch this ally using another allowing a dangerous visit to play resources with a safe trip home.

Mistress Lobelia is a Scout for safety to playing Hiding at the White Towers, and the ally allows fetching resources while at The White Towers. She can move to Tom's House. She can tap to search the discard pile or playdeck for any one item, ally, or faction playable at her current site. Affected resources include: Tom Bombadil, Goldberry, Palantir of Elostirion, Hobbits, Bill the Pony, Hobbit Pony, Fatty Lumpkin, and minor items. Play her early so to fetch these resources. The play of this ally prevents the S.B. hazard agent to be face-up. She will be played at Sackville, but also Bag End. Her prowess is zero and has 9 body.

Tom Bombadil is a bad dude with Sage and canceling hazards and uses no general influence. Play him in the second playdeck since he is extremely useful in the first deck. A 12 prowess and 11 body make him a perfect bodyguard for the elves at White Towers.

Goldberry will cancel attacks keyed to Wilderness regions and prevent a company from being roadblocked. She is useful to tap helping with corruption checks. Play this ally during the first deck. A great asset in Goldberry is that she has no movement restrictions.

~~**Green Leaves and Lilies White** is a unique permanent event that can change your game. Play the event on Tom Bombadil. Now, if in the same company as Goldberry you do not discard Tom Bombadil based on movement as on his card. This event is discarded if Tom Bombadil is no longer with Goldberry, a Wizard or an Elf lord.~~

Fatty Lumpkin is a horse eating fine hay in the Old Forest. So much so this ally can only be played at Tom's House by a character controlling a maia found there. Play this ally at least during the second deck. Fatty's ability is tapping to either cancel a hazard effect that would discard an ally, or return an ally to your hand that has been discarded this turn. The second ability is nice if you move with the Hobbit and Maia ally for combat resulting in the Hobbit ally discarding. Just tap the Horse ally to fetch Mistress Lobelia. Be careful in combat with this ally and its one prowess and average 8 body.

Gollum is a must and needs to be played by a hobbit. He will be played after playing Bilbo's Magic Ring. This ally is a sneaky Scout of 4-mind, 2 prowess and 9 body to help him stay alive.

He is playable at Goblin-Gate or Moria. His special ability if in a company size less than three is to tap cancelling one attack keyed to Wilderness of Shadow-land.

Memories of Ages Past will be played on this ally during the Warlord Phase. It is a permanent-event making the ally a Hobbit for all purposes with +2 to his riddling rolls. But Gollum must make a CC modified by -2 during each untap phase. Gollum may carry items to unburden another character, but limit this option in fear of the ally's discarding. Another ability allows the ally to tap and fetch a gold ring item from the discard pile playable at this current site or to fetch an item manifestation in play by an opponent to hand. This is good for Scroll of Isildur.

This ally is so important that a dual resource is included to try to get him into play during the second deck if the One Ring is played by one. On The Precious is a short-event played during the site phase on a ring bearer. This allows you to take Gollum from your discard pile to your hand. There are other aspects of this resource associated with My Precious, but are not valid for this deck unless the resource forcing the attack of My Precious is included.

FACTIONS

Hobbits are there for MP and tapping to support your companies to cancel attacks in The Shire. Play the faction at Bywater if you have a Hobbit in hand so the character can be played that same site phase. An attempt of 9 is needed (hobbit +4).

Rangers of the North are played at Tol Lamfirith for a big 3 MP faction. Use this faction to tap minions factions in Arthedain. Thought about including No Strangers At This Time to be on Bree so to allow Mistress Lobelia to fetch resources including ale.

Hobbits of Westmarch will help protect a site. This faction provides two new automatic-attacks at The White Towers if the Red Book of Westmarch is stored there – by Lord Thorin. The permanent-event gives those with the cards +2 DI against Dúnedain, use palantir, and tap to grab one Arthadan Rangers or Rangers of Sarn Ford. Any Mischief in a Mean Way in The Shire is discarded. Another prerequisite of the faction is playing Counsellors of the North Kingdom.

MISSIONS

Reforging is necessary to remake Narsil. **Andúril** is in the sideboard to not tax the sages since **Reforging** is in the playdeck. Both of these resources require a Sage to tap at a site with Information and remain tapped until stored at a haven. Play this event during the second deck.

This requires two Information sites to be visited with one such site needed for an ally. Mallorn is in the deck for fast and simple 3 MPs. Mallorn is there to make Bag End a Haven for the hobbits. Use Prancing Pony to allow Information at Bree for Andúril.

Barrow-blade provides +3 prowess against Undead and Nazgûl for 1 MP and 1 CP. It is easily played at an untapped or tapped Ruins&Lairs. This weapon is vital to fight Ringwraiths disguised riders in black.

White Towers will lose its wolf AA for Elves of 3 strikes with 9 prowess. Houses of Healing will be played on the site for obvious reasons. New Best Friend allows transfer of allies.

HOBBITS

Mallorn at Bag End will allow you to heal as if a haven. [Spring of 1420](#) will cause Mallorn to affect every site in the Shire. This will place tapped sites back into the location deck, which will make it safer to play resource such as information events.

Sam Gamgee has an event called [Great Elf-warrior](#). Give him Sting and have him defeat an Orc or Spider strike to play this card for 1 MP. Now he has +3 prowess against those types. You may have to visit Goblin-Gate or Ruined Signal Tower to play this event.

More hobbit resources are included. Play [To Fealty Sworn](#) when you play a faction at a freehold not in The Shire. This permanent-event makes the Hobbit a Warrior, gains +2 prowess, and +5 direct influence against Hobbits faction and characters with Bag End as a home site. This will be played on Pippin.

Pippin will become [The Thain](#) after playing To Fealty Sworn. He must visit Sackville or Tuckburrow. This 1 CP, 1 MP event allows him to tap to cancel Pilfer Anything Watching before resolving. Or tap at any time to fetch The *Shirrifs* from the discard pile.

[Counsellors of the North Kingdom](#) is a prerequisite for another Hobbit faciton. Two of these cards, The Mayor, The Thain, Master of Buckland, must be in play. Théoden King will play one of these. Now you can play Hobbits of Westmarch at the White Towers.

GATES OF MORNING

The deck uses two Gates of Morning resources. [Many Turns and Doublings](#) will aid in combat and traveling. This resource can cancel attack of Wolf, Animal, Spider, or Undead normally. Gates allows you to reduce the hazard limit by one.

ERIADOR AND Grey Havens

Grey Havens will be your main haven since you want to avoid Cardolan and Rhudaur and the Misty Mountains. Many resources can be played in regions west of Rhudaur: Lindon, Arthedain, Númeriador, Shire, Old Forest, and Eriadoran Coast. Dire times can let you move just two regions to play a resource. You will rarely move four regions or through two Wildernesses.

The starting company will be weak and must be careful moving. Avoidance cards like [Hiding](#), [Many Turns and Doublings](#), and [Halfling Stealth](#) will help with attacks.

[Hiding](#) is played by a Scout in a company not moving. The event cancels all hazard creature attacks.

No Waiting to Wonder allows Hobbits help another face a strike. The strike receives -4 prowess and -1 body. The Hobbit must tap. A successful strike also makes the Hobbit make a body check. This can help another take the strike without tapping.

Use hobbits for this event since that race uses Halfling Strength. Many Turns and Doublings will use to cancel a variety of attacks found in Eriador. A Ranger is needed to cancel an attack by wolves, spiders, animals, or Undead. Gates of Morning allows this resource to lower the hazard limit by one. This resource can protect you from minions by visiting an Undead site. Plan on using this event 5x in three decks. Halfling Stealth protects hobbits from any attack. Many attacks will be cancel, so expect a low 3x use for three decks. However, it will be valuable during the Warlord Phase facing a Nazgul or Ringwraith strike.

With a lot of items and few heroes, corruption will be a problem early on. As soon as [Scroll of Isildur](#) is drawn, play it at a reasonable time, but don't hold on it for too long and protect it at all costs. [Farmer Maggot](#) is ideal when avoiding CvCC. Expect to be in vulnerable positions

during the site phase in the Shire playing Hobbits with Ringwraiths near. It is unique, so you should get two uses of it.

[Reforging](#) should be played for Andúril during this deck.

AGENTS

~~—Thorongil is your only grey agent. He can take another agent action so to move two regions per turn. His goal is to play creatures at Ruins, Shadow holds, and Dark holds. There are two Ruins, SH, DH with an elf, dwarf, or dunadan AA. Another 33 have Men AA. His home sites of Edoras and Minas Tirith are convenient. There are region dunadan, men, dwarf, and elf creatures in the deck. Sites to play this creature include Nîlûlondê and Dusalan. So move the agent south to these sites. There are three closer sites along the coast with Men AA. This will punish Adûnaphel. Move him northeast through the desert to bother Ren or further south to bother Akhorahil. He can return to Minas Tirith to bother Wilderland at Bandit Lair and further west. Hope to face Northern Waste as either the first three Divisions to allow the agent to move for the next Division. Aragorn II is not expected to be played until the Warlord Phase so this agent has 12 turns to cause damage. This agent likely will not attack, but do so at least once so to show the Enemy trouble is somewhere. Therefore, Sauron will not know where Aragorn II will appear.~~



Rhudaur	H	Rivendell	gandalf, elrond	.		
High Pass	S	Goblin-gate	gandalf, elrond, thorin	Orcs		
Underdeeps	R	The Under-grottos	gandalf	Orcs		
Arthedain	F	Hostel of the Sisters of Nienna	gandalf	.		
Arthedain	R	The White Towers	gandalf	Wolves		
Arthedain	F	Tol Lamfirth	gandalf	.		
Cardolan	R	Bar-en-Ibûn	gandalf	Dwarves		
The Shire	F	Bag End	gandalf, thorin	.		
The Shire	F	Bywater	gandalf	.		
The Shire	F	Sackville	gandalf	.		
Old Forest	F	Brandy Hall	gandalf	Hobbits		
Old Forest	R	The Willow Dingle	gandalf	Awakened		
Old Forest	F	Tom's House	gandalf	.		
Lindon	H	Grey Havens	gandalf, cirdan	.		
Lindon	S	Mount Rerir	gandalf	Undead		
Forochel	B	Ruskea Vene	gandalf	.		
Eriadoran Coast	R	Isles of the Dead that Live	gandalf	Undead		
Wold & Foothills	H	Lorien	gandalf, radagast, galadriel, thranduil	.		
Andrast	R	The Stones	gandalf	Pûkel-creatures		

SITES

Eriador is the ideal vacation spot for safe resource piling for any hero. The addition of MELP gives more free-holds and border-holds to play major and gold ring items. This will detour visiting dangerous sites and make any minion bent on CvCC think twice about forenoon tea. But avoid those sites if possible due to hazard enhancers.

Stay clear of regions close to Angmar such as Rhudaur. Free-holds do have hazards such as Siege. Site selection was made to avoid double Wilderness or allow alternate paths one turn from Lindon while using Farmer Maggot. Goblin-Gate is the issue here. You will bring joy to the Shire and thus move with one Wilderness in site path for most turns.

Havens and The Shire will be the sites to heal and play characters. Grey Havens is the main haven. Do not expect to visit Rivendell more often than Grey Havens. 10 sites are one or zero regions from Shire. Half the sites are havens or free-holds. Most sites are adjacent to The Shire or to a Haven. Only High Pass and Lórien are more than 3 regions from The Shire. You will likely visit 10 regions. Seven regions are Wilderness, two Free-Domains, and one Coastal Sea.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
3	7	1	6	0	2	0	19

Nineteen sites will be tapped and six visited. 14 of them are in Eriador. The others are Ruskea Vene, Under-Grottos, Isles of the Dead That Live, Lórien and The Stones. Tolfalas is an option. Gandalf will visit two havens, seven free-holds, one Border-hold, six Ruins, and two Shadow-holds. No one has fewer Ruin, Lairs, Shadow-holds, and Dark-holds on their lists. Eight of the 19 sites to visit have no attacks. Sites have Orcs(2), Troll(1), Undead (2), Wolf (2), Pukel (1), Hobbits (2), Dwarves (1) attacks. One site is hidden, one is port, and another is a port on a river. You want to play gold ring items and four sites have them.

Narsil is played by the Thorongil player, but you have Andrast as an option to play that weapon if the Ranger fails.

Seven sites to tap are Free-holds. The Shire has four sites. [Tuckborough](#) will play Sting; Pippin can tap to cancel its AA. [Bag End](#) will play hobbit characters and Bill the Pony. Bree is an option if early in the deck. [Bywater](#) has faction Hobbits. Visit [Sackville](#) to play ally Lobelia. [Brandy Hall](#) is for Lord Balin to tap, but you can play Hobbit characters here. [Tol Lamfirth](#) will play Andúril and [Hostel of Nienna](#) is used for healing if moving into Rhudaur is dangerous. Lórien has Earth of Galadriel's Orchard.

[Ruskea Vene](#) in the Northern Waste has the Ring of Barahir. The only sites of the Free-holds and Border-holds mentioned here with an AA are Brandy Hall, Tuckborough and Aden Secret Library, but these attacks are weak. You may visit Bree to play characters. The Prancing Pony is unique and only playable at Bree. Tap a character to make playable Information. Far-Sight or Anduril is the event to be targeted.

Ruins need to be visited to play important items. AA types to face include: Undead, Wolf, Dwarf, Pukel, Troll, and Orcs. [Isles of the Dead That Live](#) and [Bar-en-Ibun](#) can play gold ring items. Use these two sites only for gold rings. This is to keep safe from Ringwraiths or to use Farmer Maggot. The island site has a soft two strike with 8 prowess Undead attack. Barrow-blade is played at the Undead site [Barrow-downs](#). It has one strike with 8 prowess. The dwarf site has a strong three strike with 8 prowess attack. Reforging will be played at [The Willow Dingle](#). There a grove of trees guard it. In Arthedain is White Towers. Play a palantir there. [Ettenmoors](#) in Rhuader has minor items and a single strike Troll strike with 9 prowess. Play Troll-shaws there. [The Stones](#) have a nasty AA to play. Tolfalas will be visited to play the Scroll if required.

But play Scroll at Mount Rerir. Farmer Maggot has been known to grow mushrooms at that knob. Play Narsil at [Creb Durga](#) if you have a canceller in hand or if Farmer Maggot is in play. You can tap Strider at the site to grab the sword. Then use Farmer Maggot to fly away.

Three dangerous sites (Shadow-holds, Under-deeps) are planned to be tapped. [Goblin-Gate](#) will need to be visited and a trip to the Under-grottos is daunting – you do not want to go that route to play the One Ring. Lórien and Rivendell are not too far away. The multiple wildernesses hide nasty things that make you late for dinner or FOR dinner. Keep away from the interior of Eriador and moving through multiple wildernesses such as to Rivendell. You may even move along the coast to Edhellond hoping to draw the Scroll of Isildur late in the first play deck. Play Gollum in the first deck at Goblin-Gate. You will be vulnerable for a turn down there and the next turn at the surface site with a waiting minion company. [Mount Rerir](#) has Scroll of Isildur. The automatic-attack at Mount Rerir cannot be canceled by a card or ability using a skill. Therefore, Many Turns and Doublings cannot be used, but Star-glass can be used. [The Under-Grottos](#) is the site to play Bilbo's Magic Ring. Its automatic-attack is harsh of 4 Orc strikes with 7 prowess.

Mallorn at Bag End will allow you to heal as if a haven. [Spring of 1420](#), played by Elrond Halfelven, will cause Mallorn to affect every site in the Shire. This will place tapped sites back into the location deck, which will make it safer to play resource such as information events.

ERIADOR DIVISION

You help with Mallorn, Houses of Healing, New Best Friend, and Engines of Defense at The White Towers.

Círdan will play Reconstructed Towers that will make The White Towers into a Free-hold and allow Palantír of Elostirion. He will also play a precious gold ring so you can influence it away.

Balin will also play a precious gold ring that will be held by Nob, which you can easily influence using Hobbit-Lore. Such a plan will save Gandalf two turns to play a special ring item and of not visiting a dangerous site. The gold ring can even come to visit Gandalf at the Shire!

Elrond Half-Elven will aid your characters if a big, bad overt company attacks you. Elrond will try to tap other sites than Gandalf so to visit Gandalf when the wizard is in combat by trolls.

Safe From the Shadow will allow quick storing of your mission events; it is played by Balin. That dwarf-lord will be seen in the Shire. The other avatar will avoid tapping a site that Gandalf is expected to use.

Círdan can move to Ost-en-edhil for a gold ring item instead of Isles of the Dead that Live. Goblin-Gate is needed by Thorin. Elrond will not tap Goblin-gate using Knowledge of the Enemy however. Thorin can play his unique helmet during Deck 2.

FACTION WAR

You have two factions. Hobbits may be useful somehow.

BLACK AND GREY PLAYERS: *Necromancer, Ardagor, Witch-King, Dwarf*

Your main hazard opponent is the Necromancer, which is away in Mirkwood. Hope that he does not find the Shire in time to hunt hobbits. The Warlord of Cardolan will terrorize Eriador with his trolls and the Witch-king will be in Rhudaur. These fellows will attack you. Plan on holding a canceller for these assaults. The trolls are big and nasty, so hiding is the best policy. Use some help in [Farmer Maggot](#) to transport away to nicer scenery. A Dark Dwarf will be

further to your south. You will defiantly face him when you travel south of Eriador.

The resource you expect to be duplicated or influenced from you are: Gollum, Scroll of Isildur, and The One Ring. Do not go to great lengths if the Scroll is locked at a Darkhaven. You might have to send the greatest Ranger of Middle-Earth to hunt for Gollum. However, hero players in the Wilderland Division will try to discard Stinker by wounding all in his company through combat.

The ONE RING

If you cannot do it, then no one will. You must keep your mission hidden for as long as possible. This means delaying the play of gold rings, Scroll of Isildur, and Frodo for as long as possible. Playing Gollum might just be a message to Sauron that you know the ally is wanted by him. If you get late into the second playdeck without playing the One Ring, then you may bypass playing Bilbo's Magic Ring and play the One Ring directly.

In the event the One Ring is played by a minion, Gandalf will have to hunt for this minion at all costs. Yes, you will be getting help from others. Since Aragorn II will have his own Power deck you may want to move Aragorn II and the hobbits to Edhellond during the White Council.

There are resources in the deck to play Bilbo's Magic Ring at Under-Grottos. The ring is in the deck. If you discard it early, then recycle it with Smoke Rings. Try to have the ring in hand late in the first deck by draw or using Far-Sight. Move to Goblin-Gate and drop-down to Under-grottos. An alternative is to use Ordered to Kill to enter a site where My Precious is found. The agent now attacks the ringbearer. The attack needs to fail. After the attack tap a Warrior, Scout, and a Ranger in the company to play Bilbo's Magic Ring. Then tap another character to play Gollum to discard the agent. Try to make this happen in the first deck. Play Old Villain on My Precious for -1 prowess.

Rings of Power will be played in the third deck. Only one copy is included. Use Game Points to put two more in your discard pile. This resource can cancel Rolled Down the Sea before it is removed from the game.

~~—Bound Up With It is a unique dual resource short event. This will force test for all gold ring items, but only those rings with a normal 3MP+ can be played. Tested gold rings are shuffled into the deck. Minion players may benefit from this. Elven Ring resource events played that turn may be shuffled. Ring for Mortal Men may be shuffled from discard pile. This can be played as a hazard.~~

Playing gold ring items will be dangerous at Ruins. Near the end of the second, use a Smoke Rings to recycle Precious Gold Ring. A scout and sage can tap at a Free-hold or Border-hold to play a non-unique gold ring item. Blue Mountain Dwarf-hold or sites in The Shire (Bywater) appear to be good candidates.

MARSHALLING POINTS

C=10 Character MP will be from a bare-bone Fellowship with four hobbits, Aragorn II, and Arathorn II for 10 MP.

I=11 Item MP are a bit confused. You want to have the One Ring in play, but you might just be ready to test a Ring. So Scroll and a Gold Ring are counted for 5 MP; If you play the One Ring than that is a net 1 MP (+6-4-1=1). Andúril is an item MP source. Narsil is 3 MP. Be mindful of this.

F=3 Hobbits are a big 3 MP.

A=1 Goldberry is this point.

M=6 Reforging, Barrow-blade, The Thain, Mallorn are these points.
K=1 Will cancel attacks.

GAME POINTS

Bring in cards from Thorongil. These are Narsil, Estel, First Among Equals, Weather It.
Choose *Memories of Ages Past*, *Gollum*, *Mister Underhill*, *On the Precious*, *Once It Got Away*.

PLAYDECK MANAGEMENT

Hand management is crucial for Gandalf. A lot of combos and prerequisites are in the deck. A favorable number of MP cards are in the PD to give the heroes a chance to do something outside of a Haven. Most of the resource events are short-events to facilitate card draw.

Only by tapping Gandalf during the Organization Phase can these be brought into play. The old fellow will not be starting, so that's a potential for 4 turns of not in play. He may be gone from his Sacrifice, so he defiantly needs ways to be untapped. Gandalf needs to come in quickly, so discard cards early to get him.

It may be prudent to not use Sacrifice of Form, which is okay since Gandalf can still control the four hobbits with three copies of Hobbit-Lore. You may play Gandalf with Halbarad, Pippin, or Arathorn II as followers such that the followers will be discarded when Gandalf is "off-to-the-side." That will speed the playing of your final characters.

1ST DECK - Hobbits & Elves

The first play deck will be forming three core companies, Ring-seekers, Lost Glitter, and Hope-seekers.

Gather resources over Middle-Earth will be slow and perilous. There are many safe places to play resources or being trapped by minions while in Eriador. Most of the MPs can be played west of the Misty Mountains. Grey Havens will be the main Haven. Move in small companies to prevent the hazard limit to be passed to Sauron. Avoid Double Wildernesses when necessary. Moving from the starting site Rivendell will be dangerous. Region movement will be common. Sea movement is an option from Grey Havens to a site along the coasts. You may have to move between Grey Havens and Edhellond to draw cards. You will have trouble with general influence buffer when you want to bring in more characters. If Gandalf is drawn early, then you may want to park him at a haven to bring cards into the playdeck from the sideboard.

Try to be at Rivendell on Turn 7 so to be at Goblin-Gate on Turn 8. Expect to exhaust on Turn 8. Hobbit-Lore and Sacrifice of Form should be played. Bilbo's Magic Ring is shuffled with the last Longbottom Leaf. Longbottom Leaf will fetch all three Hobbit-Lores, Mallorn, Sacrifice of Form, and the magic ring. Gandalf taps to shuffle Spring of 1420.

A possible path may be to move to play Scroll of Isildur at the Stones, then to Amon Hen. Next turn, move to Goblin-Gate to play the ring item underneath.

First Exhaust

Gandalf will tap 3x to place 15 resources in the discard pile. These 15 cards include items, allies, and site events.

Near the end of the first deck, try to have Bilbo's Magic. Use Smoke Rings during the first deck to shuffle MTaD, Marvels Told if that is drawn too early.

The first exhaustion places these cards in the sideboard: Fireworks, Halbarad, Frodo, One Ring, Strider. The five cards in exchange are all hazards: The Roving Eye x3, Made for His Rescue, Revealed AW.

2nd DECK

Now is the time to build the Wanderers company. Discard characters if drawn in the first three turns. If so, then recycle them with Smoke Rings. Get Mistress Lobelia in play so to grab resources from the discard pile late in the deck.

Beretar will be discarded so to allow multiple Ranger of Anor characters to be used. Play the

two precious gold rings as insurance against the testing of Bilbo's Magic Ring. Near the end of the deck fortify White Towers with events and the palantir. Mallorn and Spring of 1420 will be played too. Tap the avatar 4x to get the following in hand late in the deck: Rangers of the North and To Fealty Sworn, and Prancing Pony and Anduril.

The Scroll, Frodo, Sam, Fatty, Bilbo's Ring, and Gandalf need to be in play. Bringing in **Fatty** will be a pain when you have to go to Bag End. Four hobbits have 16 mind, which will be followers to the wizard. There are nine turns to play/discard characters for the second deck.

T15 discard Beretar
T16 play Sam
T17 play Fatty
T18 Halbarad of the North

Second Exhaust

For the second deck tap the avatar near the end of the deck to shuffle Frodo. Play that Hobbit when the deck exhausts to avoid visiting Bag End when agents are lurking nearby. The second deck should exhaust on Turn 17 or 18.

Tap the avatar twice to shuffle 8 cards. The first five are Hobbit-pony, Do Not Use it Again, Frodo, Narya, and. Also dump The Prancing Pony, Rings of Power, Halbarad, One Ring, and Strider. This will allow the Third Deck to draw these cards. Playing Strider late allowing other characters to last longer. The avatar may also have to tap to dump the Game Point cards.

The second exhaustion places these cards in the sideboard: Halbarad of the North, The Prancing Pony, Mithrandir, cards to be shuffled by Strider. The five cards in exchange are all hazards: Shirrifs x3, The Will of the Ring, The Old Villain.

THIRD DECK

Once the Ring is ready to be played, get Do Not Use It Again on the ring. Strider will be played by you on Turn 21. Move him to Lórien by Turn 23 so to play Halbarad who will be in the Power Decks.

T23 play Frodo
T24 play Aragorn II
T25
T26
T27 play Halbarad at Lorien.

Third Exhaust

Take specific actions include using Smoke Rings or tapping the avatar to shuffle Far-sight to find a ring item. Do not expect to exhaust the third deck.

SIDEBOARD MANIPULATION-30

1	The One Ring		dp111	
1	Bilbo's Magic Ring	leaf5		
1	Palantir of Elostirion		dp112	
1	Anduril			tap dp214
1	Gollum		dp124	
1	Rangers of the North			tap
1	Fatty Lumpkin		dp134	
1	Tom Bombadil		dp135	
1	Hobbit-pony			dp212
1	Reforging		dp113	
1	Mallorn	leaf6		
1	To Fealty Sworn			tap
1	Great Elf-Warrior		dp114	
1	The Thain		dp123	
3	Old Friendship		dp131, dp132, dp133	
1	Fireworks		Cart	
1	New Best Friend		dp115	
1	Spring of 1420		dp122	
1	Do Not Use It Again			dp211
1	The Prancing Pony			tap dp224
1	Hobbits of Westmarch		dp121	
1	Narya			dp213
1	Rings of Power			dp225
1	Wizard's Cart		dp125	dp215
3	Hobbit-lore	leaf-1,2,3		
1	Sacrifice of Form	leaf-4		
E1 X	Halbarad			dp221
E1 X	Frodo			avatar2
E1 X	One Ring			dp222
E1 X	Strider			dp223
E1 X	Fireworks			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	0	0	4	+4		
SB to DP	15	+3	8	+2		
Smoke	-	-	-	-		
Leaf	6	-	-	x		
Wiz card	-	-3	-	-3		
Other			1			

PD 1 +0 tapped

PD 2 +1 tapped

Exhaust 1: Bilbo, Halbarad, Frodo, One Ring, Strider

Exhaust 2: Halbarad of the North, Mithrandir,

HAZARDS

You want to use creatures found in Arthedain with strong prowess to tap or wound minions, but likely use the creatures for on-guard for two decks. Events then should be quick to play. 28 events with half that are quick.

HAZARD CREATURES-21

The hazards build a lethal threat to freely-land lovin' minions. Under-deep and Evil Lands will not be affected by your creatures. A gang of creatures of dwarf, men, hobbit, and dunadan bar those seeking to do evil. Some hazard events are included for enhancing these creature types.

Be careful since 12 of the creatures are only playable in Eriador. This means that it will be rare to play these creatures until late into the second play deck. The Necromancer will not likely send minions to Eriador.

All but two of the creatures is Free-Peoples. The use of them is to tap minions. Almost half of the creatures are region specific. One hazard event, Chill Them with Fear, enhances 12 of the creatures. Expect to discard the specific creatures in the first deck.

Arthadan Rangers will patrol Eriador. They should tap mid to low prowess characters with a strike of 10 prowess. They will tap Ringwraiths, but expect the creature to be killed even with 6 body.

Rangers of Sarn Ford will protect The Shire from minions. At 10 prowess and 5 strikes this creature will bother minions in Arthedain and Cardolan including tapping Ringwraiths. The creature has 12 prowess against Ringwraiths. An 8 body will ensure survival.

Dwarven Travelers will guard Border and Free holds and lands. Dwarven Travelers has a nice keyable to Ruins and Wilderness. Three strikes at 8 prowess is weak though.

Wandering Eldar comes upon unexpected minions roaming about in Double Wilderness or Borderlands. The 9 prowess to every minion will wound at least one. Be careful when attacking a small troll company.

Shirrifs will be used to surprise minions in The Shire. Six strikes at six prowess is puny, but 9 body is high. Against three Ringwraiths one target will have 9 prowess. This creature can also be used as an additional AA at any site in the Shire. Chill Them With Fear makes them 8 strikes at 8 prowess. Then against three Ringwraiths one target will have a 13 prowess strike.

Angmarim is a specific creature that is present to protect that realm who have power of the undead. At four strikes with 9 prowess this creature will tap some minions. Angmar and Gundabad are normal targets that results in a detainment attack. Northern Spur will hurt the Wilderland Division. Doors of Night expands their range to Everdalf, Arthedain, Forochel, and Rhudaur. Use Thrice Outnumbered by others to recycle this creature.

Glutan are specific to Eriador or Wilderland with additional limitations. This dual creature (animal/wolf) may be keyed to any Wilderness region (by name or type) and to Ruins & Lairs in these regions. This will overlap 12 turns. The creature is somewhat weak at 2 strikes with 8 prowess (same as Light-drake). But there are many more enhancers. Full Froth and Rage with Doors of Night and Wake of War makes the creature 5 strikes with 13 prowess.

~~—Agent Lobeila will be used to play creatures keyed to her site. Her home site of Bag End and ability to move to any site in The Shire will get hobbit and dunadan creatures attacking. Moving her to Bree will get them played too including Man creatures. White Towers as a home site is useless. Put her at Tom's House can get a maia creature played there.~~

Playability

-	FH:		
3	BH:		Travelers
3	RL:		Travelers
-	SH:		
-	DH:		
-	UD:		

3	FD:		
6	BL:	Wandering	Travelers
3	W		Travelers
3	WW	Wandering	
-	WWW		
-	SL		
-	SL SL		
-	DD		
-	CS		

-	Forochel		{Tribe}	SL-W	2
6	Arthedain	Arangers	Rangers	{Tribe}	8
9	Shire	Arangers	Rangers	Shirriffs	17
6	Cardolan	Arangers	Rangers	SL-W-W	12
3	Rhudaaur	Arangers	{Tribe}	SL-W	7
3	Old Forest		Rangers		
3	Hollin	Arangers		SL-W-W	9

HAZARD Event support-29

These events are to bother minions in Eriador that threatened you either by: Rings, auto-attacks, and free-people creatures. There is no main theme. Fast cards count to 20. Veils Flung Away requires another to not be in play.

The most of one type are the “tap” hazards at a count of six.

Basic cards:-0

Corruption/Checks:-8

The **Will of the Ring** will discard the Ring on another player (if a Ringwraith is not holding it). Keep this hazard in the sideboard until you think the One Ring may be played by a minion.

Roving Eye will force a corruption check if the target bears an important item including a palantir, greater or special ring. The hazard will stay in the sideboard until the second deck allowing time for the item to be played.

Dragon Sickness is a short-event played on a character bearing a major or greater item. A corruption check is forced modified by -1. Expect a character to support the check.

Something Else At Work hinders influence checks by the victim and gold ring tests. You’ve Put Your Finger In It targets a minion with a ring. The hazard limit for his company is increased by one for every ring item in the company.

Covetous Thoughts is good for minions when minor items and trophies are collected. It gives one corruption point. This hazard is brutal with those gathering gold ring items since one character is designated to have that 4 CP item while others bear 2 CP items. Give this to a minion with a special ring for 3 CP total. Now, he must make a CC at -7 to end his turn.

These last two hazards will be simple to play.

Main theme: creature enhance - 5

Chill Them With Fear will add strikes and prowess to the free peoples. There are 9 dunedain, 3 hobbit, 15 elf creatures and 6 dwarf creatures in the playdecks of the Hero players in your division. [did have 3x copies, but 3 in one Division is prohibited]

Made for His Rescue will help prisoners become discarded. This permanent event assigns a creature strike to the host character in all cases. A successful strike on the host forces the prisoner to be discarded.

The Watchful Peace is a Long-event. Each play may shuffle one Maia hazard permanent-event during the end-of-turn phase. Elrond has The Oldest. You can have more playability of Wizard or Elf-lord creature manifestations, but those are void for the Avatar Deck. Yet, this hazard extends the playability of the creature Falathrim.

Decisions of the White Council is a permanent event requiring at least four manifestations of Wizards and/or Elf-lords to be in play. Up to three hazard non-Environment long-events may be placed with the card. Now, those long-events stay in play until the host card is discarded. This player has the Long-events Chill Them with Fear and The Watchful Peace. Other such events in the division include: Awaken Defenders, The Sun Shone Fiercely, Times Are Evil, and Breed a War.

Support Theme: Tapping - 6

Chance of Being Lost has the similar effect, but needs two or less Rangers in the affected company for a chance for success. Another requirement to play is a company using region

movement. A company affected by this hazard has its site change.

Other-5

Revealed to All Watchers will be used in dire need in the second playdeck to draw cards.

The Old Villian is played on My Precious. The hazard prevents the agent to be turned down, gives -1 prowess, and forces the attack on a nearby ringbearer. Use this hazard to play Gollum.

Tookish Blood is there to keep a Hobbit in play after failing a corruption check or if GI is low. Can also play this on Gollum with Memories of Ages Past.

Press-gang will keep a discarded orc minion with this card. This is painful for minions since that minion is vital to the player. Likely, the player like a balrog can simple get the character to hand from the discard pile.

Cycle:-5

Use **Return Beyond Hope** to recycle the most useful creatures and to bring back any high-MP. **An Unexpected Outpost** will be used to bring in hazards from the sideboard, unless discarded hazards will be good to cycle back. The hazard does not need to be halved in the first deck to dump hazards in the sideboard, but one time may be beneficial.

Beacons Alight has two effects: adds a Men AA to Gondor sites; of to fetch a dúnadan creature every turn. Shuffle Arthedain Rangers until the Warlord Phase starts.

Gandalf the White Rider increases the hazard limit by one against all overt minion companies.

GANDALF THE WHITE-RIDER

FELLOWSHIP

The Fellowship will be small and stealthy. Gandalf and four hobbits will go. This is a bit risky for the small Halflings, but all five walkers are scouts. Specific wizard and hobbit cards will be vital in their mission.

The White Tree will be blooming with precious leaves of white gold. Strangers are not allowed in MT, but welcome the hurt and weary. Next, a short skip to Shelob's Lair will be quiet for a warrior visited her earlier. This is where minions will make their move. Canceling cards will be useful here, as well as Tookish Blood on the Ringbearer. Finally, the walk to Mt. Doom is at hand. No cards can help now, except for friends of old telling stories to pass the time under the permanent cloud of despair. Gollum will be slinking near or as an ally. He is the biggest threat of attack. Don't be late for supper!

12/20 GI used		10/17/11/11		
<i>Ring-bearers</i>				
Gandalf	10/16/6/9	W/Sc/Sa/D	0	Lore, Lore, Lore, OR
Frodo	5/6/2/10	Sc/D	3	OR
Sam	4/1/3/9	Sc/R	0	cloak, sting, OR
Pippin	4/1/1/9	Sc	2	scroll, OR
Fatty	3/0/1/8	Sc	1	gold ring, OR
<i>Wanderers</i>				
Aragorn II-L	9/7/11/9	W/Sc/R	2	narsil, Andúril, Equals
Haldalam	5/1/4/9	W/D	1	glass
Grey Havens				
Gilraen	3/1/2/8	Sc/Sa	0	
Halbarad	1/1/0/5	Sa/D	0	

End of summary.

{ Remember only showing opponent companies which hazard limit value passed to this player }

MOVE.1-Indur

Hargrog, -sl-cs-w-bl,bh.

HL3, Elrond has Shifting Paths.

HL2, Gandalf plays Chill Them With Fear

HL1, Gandalf keys Wandering Eldar to BL, elves.all.9p+2p.CTWF

Hargrog, 6p+10sroll=16

Orc Brawler, 3p+6sroll=9,success; bc.4, wounded

Orc Brawler, 3p+10sroll=13

Sakalure, -sl-j-sl-w-bl-w-sl,haven. Bozisha-Dar

HL3, Elrond plays Shifting Paths, env. Sends to Lighthouse at Kraken Cape.

HL1, Gandalf keys Wandering Eldar to BL, elves.all.9p+2p.CTWF, det.

Sakalure, 3p-3x+7sroll=7,taps

Krinda, 2p-3x+7sroll=6,taps

Horseman, 3p-3x+10sroll=10,taps

MOVE.01-Court2

Linsul, -,sh

HL3, Gandalf uses Halfling Strength as OG.

HL2, Balin plays Naugrim

Valandor, -cs-w,sh

HL2, Gandalf,-x

HL1, Balin keys Durin's Folk to W, dwarves.5s8p, Naugrim+CTWF=5s11p5b

Palandor plays Driven As By a Madness, croll=auto.

Palandor, 1p-1t+2.res-1x+9sroll=10, wounded, bc.5 alive

Valandor, 4p+2.res-2x+6sroll=10, wounded, bc.7. killed.

TURN01, @Rivendell, U

U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	1	Pocket Handkerchief		
U	Beretar	5	1	5	8	Dúnadar	W		R			0			
U	Pippin	4	1	1	9	Hobbit		Sc				0	Star-glass	Dagger of Westemes	
U	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0			
U	Halbarad	1	1	0	5	Dúnadan				Sa	D	0			

Covetous Thoughts	Smoke Rings			
Glutan	Tookish Blood			
Halfling Stealth	Wandering Eldar			
Halfling Strength	0			
Many Turns and Doublin	0			
Turn: 1	Hand: 9	MP: 5	SP: 0	PD: 79
Court2	Indur	Malezar	Court	NECRO

Safe From the Shadow

, Master of the House, Naugrim, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Merkampa at Home
 , Scorba at Home, Mordor in Ruins, All Dead All Rotten
 , Chill Them with Fear
 , Worn and Famished

UNTAP ORG

Tookish Blood played on Pippin.

Gilraen and Halbarad stay.

Arathorn II, Beretar, Pippin move to Bywater.

MOVE

Gilraen, -,haven. Rivendell

HL2, Court2 plays Heedless Revelry, Gilraen, -3m-2+8hroll=3, taps
 Halbarad, -1m-2+8hroll=5taps.

HL1, Court2 plays An Unexpected Outpost shuffles Silent Watcher

Arathorn, -w-w-fd,fh. Bywater

HL3, Court2 keys Cave-drake to ww,drake.2s10p,attacker: Pippin, Arathorn
Halfling Stealth played by Pippin to cancel strike.
 Pippin taps to play No waiting to Wonder, taps.
 Arathorn, 5p+4.res+11sroll=20

HL1, Indur has Lawless Men in hand. Men.2s9p. 62% to wound.

Smoke Rings shuffles Halfling Stealth

Goldberry drawn on reset hand.

SITE

END Radagast.Balin(nx turn)

MOVE.02- Malezar

Malezar, -,sh

HL2, Gandalf-x

HL1, Cirdan plays Awaken Defenders

Uthmag, -w-fd-j-w,sh {Cirdan is hazard player; risk coastal sea?}

HL5, Gandalf keys Wandering Eldar to free-domain x-Doors of Night. Elves.each.9p,det

Uthmag, 3p-3x+6sroll=6, taps.

Ulfacs, 4p-3x +10sroll=11

Ulaca, 3p-3x +9sroll=9

Cluth, 3p-3x +9sroll=9

Slûcrac, 4p-3x +9sroll=10

HL4, Gandalf keys Dwarven Travelers to W. 3s8p, Naugrim=3s9p5b

Ulfacs, 4p-3x +12sroll=113

Ulaca, 3p-3x +10sroll=10

Slûcrac, 4p-3x +5sroll=6,taps

HL3, Gandalf uses OG Rangers at Sarn Ford

MOVE.02-Court2

Palandor, -,sh

HL2, Cirdan-x

HL1, Gandalf-x

HL1, Thg

Linsul, -w-w-bl-j,fh

HL3, Cirdan plays Tidings of Bold Spies on the new site.

(1)Dúnedain---3 strikes with 9 prowess

, AwDen=6s9p

Linsul plays Calm-song as a skill card. Now detainment.

Valnaur, 4p-3x-2e+3sroll=2,taps

Linsul, 2p-3x+ 9sroll=8,taps

Vallome, 3p-3x-1e+12sroll=11

HL1, Gandalf keys Wandering Eldar to BL.elves.all.9p,det

Valnaur, 4p-1t+sroll

Linsul, 2p-1t+sroll

Vallome, 3p-1t+6sroll=8,taps

TURN 02-2.1 Turn 2, Mini-turn 2, First player.

@ Bywater, U

T	Arathorn II	7	2	5	9	Dúnadar	W		R		D	1	Pocket Handkerchief		
U	Beretar	5	1	5	8	Dúnadar	W		R			0			
T	Pippin	4	1	2	9	Hobbit		Sc				0	Star-glass	Dagger of Westernesse	

@ Rivendell, U

T	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0			
T	Halbarad	1	1	0	5	Dúnadan				Sa	D	0			

GANDALF		Ranger of Arnor		
Goldberry		Smoke Rings		
Halfling Strength		The Roving Eye		
Many Turns and Doublin		0		
Marvels Told		0		
Turn: 2	Hand: 9	MP: 5	PD: 71	SP: 0
Malezar	Court2	Indur	Court	NECRO

Cloudless Day

, Naugrim, Wardens of the Woodland Realm, Lord of the Woods, Merkampa at Home
 , Mordor in Ruins, Rank Upon Rank, All Dead All Rotten, Lure of the Rings
 , Awaken Defenders
 , Worn and Famished

UNTAP

ORG

Gandalf played at home site, Rivendell. Gandalf taps to dump 5 cards to discard pile:
 [Palantír of Elostirion(H),The One Ring(H), Spring of 1420,Old Friendship,Old Friendship.]
 Arathorn II+ move to Tom's House. Gandalf+ stay at Rivendell.

MOVE2.-Gandalf

Gandalf, -,haven

HL3, Malezar uses OG Xarbanisan of the Swamp

HL3, Malezar moves agent Ulrith from site in adjacent region to home region, Lond Anarion to Kadar an-Khâradun.

HL1, Court2-x

Gilraen taps to play Marvels Told, Rank Upon Rank, Halbarad supports, -2.res+1.sup+2.croll=1.

Smoke Rings shuffles Marvels Told.

Arathorn II, -,fd-w,fh

HL3, Malezar plays Taint of Glory on Arathorn II

HL1, Court2-x

SITE

Tom's House entered. No AA.

Pippin taps to play Goldberry.

END Radagast.Cirdan

Smoke Rings shuffles Halfling Strength

MOVE.03-Indur

Hargrog, -,rl

HL2, Gandalf uses OG Hiding.

HL1, Elrond uses An Unexpected Outpost to shuffle Brutal Commands

Sakalure, -sl-w-bl-w-sl-j-sl,haven

HL3, Gandalf-x

HL2, Elrond plays Shifting Paths to move to Tanith.

Indur, -,haven

HL2, Gandalf-x

HL1, Elrond-x

MOVE.03.Malezar

Malezar, sh

HL3, Balin uses OG You've Put Your Finger In It

HL2, Gandalf-x

HL1, Cirdan-x

Uthmag, -w-j,ruins Overt. {avoid free-domain Mieredor}

HL3, Balin plays OG Incite Denizens on site.

HL2, Balin plays An Unexpected Outpost to shuffle Times Are Evil.

Balin has two Border-Watch in hand

Gandalf has Chance of Being Lost in hand.

WATTAN shuffles Voices of Malice.

TURN03-2.1

@ Rivendell,U

U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	2	Pocket Handkerchief	Taint of Gl
U	Beretar	5	1	5	8	Dúnadar	W		R			0		
T	Pippin	4	1	2	9	Hobbit		Sc				0	Star-glass	Dagger of
U	Goldberry	2	x	x	x	Maia						a		

@ Tom's House,T

T	Gilraen	3	1	2	8	Dúnadan	Sc		Sa			0		
T	Halbarad	1	1	0	5	Dúnadan			Sa	D		0		
T	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+		

Chance of Being Lost		Many Turns and Doublings			A Little Gold Ring	
Earth of Galadriel's Orch		Many Turns and Doublings			Beorning Skin-changers	
Halfling Strength		Marvels Told			Mûkamal	
Houses of Healing		No Waiting to Wonder			Calm-Song	
0		0			0	
0		0			Old Prejudice	
Turn: 3	Hand: 8	MP: 6	PD: 64	SP: 0	Orcs of the Yellow Moun	
Indur	Malezar	Court2	Court	NECRO	The Least of Gold Rings	
					Orc Veteran	

Safe From the Shadow Gates of Morning

Cloudless Day

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings

UNTAP

Gandalf taps to put 5 resources in DP from SB [Wizard's Cart,New Best Friend,Hobbits of the Westmarch,To Fealty Sworn,Counsellors of the North Kingdom]. Gilraen taps to use Marvels Told to target Lure of the Rings, Halbarad supports, croll=auto. Houses of Healing played on Tom's House to handle hazard on Arathorn II. Arathorn II taps to remove hazard, 9hroll=pass. Gandalf+ stays. Arathorn II+ move to Barrow-downs to get 4 regions to Lorien and hope to draw Barrow-blade.

MOVE.3-Gandalf

Gandalf, -,haven

HL3, Indur-x

HL2, Malezar-x

HL1, Court2-x

HL1, Smg-x

Arathorn, -w-w,ruins

HL3, Indur-x

HL2, Malezar-x

HL1, Court2 keys Wandering Eldar to WW. Elves.all.9p,det

Goldberry taps to cancel this attack keyed to Wilderness.

SITE

END

MOVE.4-Court1

Gorthaur, -,sh
HL2, Gandalf-x
HL1, Cirdan-x
HL1, Thg-x

Taurclax, -j-cs-cs-cs,RL
HL3, Gandalf plays Chill Them With Fear.
HL2, Gandalf plays Covetous Thoughts on Taurclax.
HL1, Gandalf plays Chance of Being Lost, 7hroll-4.rangers-6.base=-3,pass.

MOVE.4-Malezar

Malezar, -,sh Kondu Manara
HL3, Elrond uses OG Orcrist
HL2, Balin-x; has Ghouls in hand
HL1, Gandalf plays An Unexpected Outpost to shuffle Something Else at Work

Uthmag, -j, RL; Watch at Unulló
HL3, Elrond keys Neekerbreekers to J; animals.vermin.each.7p; FFR=9p
 Uthmag, 6m-1t+9sroll=14,tapped
 Ulfacs, 2m-3x+7sroll=6,taps
 Ulaca, 4m-3x+8sroll=9,ineff
HL2, Elrond keys Neekerbreekers to J; animals.vermin.each.7p; FFR=9p
 Uthmag, 6m-1t+6sroll=11,tapped
 Ulfacs, 2m-1t+12sroll=13,tapped
 Ulaca, 4m-3x+7sroll=8,taps

All Dead All Rotten corruption checks; all are tapped. Croll, croll, croll

MOVE.04-Indur

Indur, -,haven Amaru
HL2, Cirdan uses OG Lindion the Oronín
HL1, Gandalf-x
HL1, Thg-x [Death of a Kinsman, Foe Beyond Any of You, Snow in the Mou, Wing U Trees]

Sakalure, -bl-j-j,bl Sarul
HL3, Cirdan-x {only hazard is Marsh-drake}
HL2, Gandalf-x {no hazards at all}
HL1, Balin keys The Border-watch to BL, men.5s7p
 Sakalure plays Calm-Song. -2.item-3.res+8.croll=3,pass. {risky}
 Sakalure, 3p-3x+5sroll=5,taps
 Krinda, 2p-3x+7sroll=6,taps
 Horseman, 3p-3x-2e+10sroll=8

TURN04-1.1 {Necro minions at Bandit Lair}

@ Rivendell, U

T	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+		
T	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0		
T	Halbarad	1	1	0	5	Dúnadan				Sa	D	0		

@ Barrow-downs, T

T	Arathorn II	7	2	5	9	Dúnadar	W		R		D	1	Pocket Handkerchief	
U	Beretar	5	1	5	8	Dúnadar	W		R			0		
U	Pippin	4	1	2	9	Hobbit		Sc				0	Star-glass	Dagger of Westernesse
U	Goldberry	2	x	x	x	Maia						a		

Earth of Galadriel's Orch		Many Turns and Doublings			Ardan Card Deck	
GANDALF		Many Turns and Doublings			0	
Halfling Stealth		No Waiting to Wonder			Curubor	
Halfling Strength		0			Hounds of Sauron	
0		0			No News of Our Riding	
0		0			Sojourn in Shadows	
Turn: 4	Hand: 8	MP: 6	PD: 59	SP: 0	Some Secret Art of Flam	
Court	Indur	Malezar	Court2	NECRO	The Darin Tesarath	
					Darkness Under Tree	

Much-trodden Paths Safe From the Shadow Gates of Morning

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, Full of Froth and Rage

, Awaken Defenders

UNTAP

ORG

Pippin transfers Dagger to Beretar, croll=auto.

Arathorn II transfers handkerchief to Pippin, croll=auto.

Gandalf taps to shuffle Sacrifice of Form from SB to PD.

Gandalf+ stay.

Arathorn II move to Lorien.

MOVE.4-Gandalf

Gandalf, -,haven Rivendell

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

ArathornII , -w-w-w-w,haven Lorien

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

Gilraen taps to play Marvels Told to target All Dead All Rotten, Halbarad supports,croll=auto.

SITE

Lorien. AA-none

Pippin taps to play Earth of Galadriel's Orchard, taps site.

END Thrain.Elron

TURN05 vs Lomaw

MOVE

Lomaw, -,haven. Collarmount.

HL3, Gandalf uses OG Halfling Strength

HL2, Balin-x Watcher in the Water in hand.

HL1, Cirdan-x

HL1, Thg-x

Durlog, -w-w(bl)-ww-ww,RL. Celeb-Ost.

HL3, Gandalf plays The Watchful Peace

HL1, Balin-x

{ Gandalf the White Rider shuffled to PD using The Watchful Peace }

TURN05 vs Durlach

MOVE

Durlach, -,haven. Eithel Morgoth.

HL5, Elrond-x

HL4, Gandalf-x

HL3, Balin-x

HL2, Cirdan -x

HL1, Evermist-x

Durlach taps to play Voices of Malice to target Taint of the Wilds,

Elrond plays Wrath of the West, 8hroll-6x=2, cancel minion resource.

Shaman, -ud,haven. Under-forges.

Elrond Half-elven untaps avatar.

HL2, Elrond-x

HL1, Gandalf-x

HL1, Thg-x

Agog, -ud,haven. uLeas.6

ROLL: 1.pick+10mroll=11.

HL4, Elrond-x

HL3, Gandalf-x

HL2, Balin keys Wandering Troll, moving Under-deeps. 1s12p5b

Great Fissure played to cancel strike, creature card text: 8hroll-6=2. Cancelled.

TURN05 {Necro at Dol Guldur, Mathlaburg}

@ Rivendell, U

T	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+		
T	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0		
T	Halbarad	1	1	0	5	Dúnadan				Sa	D	0		

@ Lorien, U

U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	0		
U	Beretar	5	1	6	8	Dúnadar	W		R			1	Dagger of Westemesse	
T	Pippin	4	1	1	9	Hobbit		Sc				1	Star-glass	Pocket Handkerchief
U	Goldberry	2	x	x	x	Maia						a		Earth of G

GANDALF		Many Turns and Doublings		Crept Along Cleverly
Halfling Stealth		Many Turns and Doublings		Doors of Night
Halfling Strength		No Waiting to Wonder		Fever of Unrest
Hiding		Wizard Uncloaked		0
0		0		Strange Rations
0		0		Querulous Gorgrow
Turn: 5	Hand: 8	MP: 6	PD: 54	SP: 0
Lomaw	Durlach	Smaug	Throkmav	NECRO
				0
				Crept Along Cleverly

Safe From the Shadow

Star of High Hope Lapse of Will

, The Watchful Peace, Wardens of the Woodland Realm

, Corlagon At Home, Doors of Night, Lure of Power, Mordor in Ruins

, Times are Evil

, Fell Winter, Pride

UNTAP

ORG

Gandalf taps to dump 5 resources from SB to DP:

[Reforging,The Thain,Great Elf-warrior,Anduril,Rangers of the North]

Avatar card revealed to untap Gandalf.

Gandalf taps to shuffle from SB to PD: Hobbit-lore

Gandalf+ stays.

Arathorn II+ move to Rivendell.

LONG Lomaw.Fell Winter discarded

MOVE.5-Gandalf

Gandalf, -haven. Rivendell.

HL3, Lomaw uses OG Querulous Gorcrow

HL2, Durlach-x

HL1, Smaug-x

HL1, Smg-x SSF agent face-down, FD, at home sites

Arathorn, -w-bl-w-w,haven. Rivendell

What a crime, Lomaw, king of triple wilderness creatures has none in hand.

What is more, Fever of Unrest in hand and no dragon creature either.

HL3, Lomaw plays Summons From Long Sleep

HL1, Durlach-x

HL0, Smaug has Trolls From the Mountains.

SITE

END Thranduil.Elron

TURN06 vs Smaug

MOVE

Luitprand, -,haven. LM

HL2, Gandalf uses OG Wizard Uncloaked

HL1, Cirdan-x

Grimson, -w,haven. LM. GEUD

HL3-1, Gandalf plays The Roving Eye on Grimson,
-1.taint-2.ring-2.haz+8scroll=3,pass. Lucky.

Smaug, -w,RL. Long Marshes. Hunting

HL3, Gandalf-x {has 10 resources in hand}

HL2, Cirdan (Marsh-drake, Ninevet) keys Ninevet to Swamp.animal.1s13p5b
Smaug, 11p-2.hunt-1t+5scroll=13,ineff.

TURN06 vs Lomaw

MOVE

Disciple, -,haven. Collarmount

HL2, Cirdan uses OG Elven Handmaid

HL1, Gandalf-x

HL1, Thg-x

Haeldwyn, -ww,haven. Collarmount

HL3, Cirdan plays Lure of Expedience on Ice-Troll
Two Stirring Bones have no chance.

HL1, Gandalf (no hazards)

Lomaw taps to play Voices of Malice to target Lure of Expedience.

TURN06 vs Durlach

MOVE

Agog, -ud,sh. Mount Gundabad

HL4, Balin-x

HL3, Elrond-x

HL2, Gandalf-x

HL1, Cirdan-x

No hazards played or agents moved; so give 1 HL to Thorongil.

HL1, Thg-x

TURN06-1.1 {Edoras, Beorn's House}

@ Rivendell, U

T	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+				
U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	0				
U	Beretar	5	1	6	8	Dúnadar	W		R			1	Dagger of Westernesse			
U	Pippin	4	1	1	9	Hobbit		Sc				1	Star-glass	Pocket Handkerchief	Earth of G	
U	Goldberry	2	x	x	x	Maia						a				
U	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0				
U	Halbarad	1	1	0	5	Dúnadan				Sa	D	0				

Barrow-Blade	Many Turns and Doublings				Down Down to Goblin To	
Halfling Stealth	Mithrandir				Hibernating Troll	
Halfling Strength	No Waiting to Wonder				Khuzadrepa at Home	
Many Turns and Doublings	No Waiting to Wonder				Rage Past Description	
0	0				The Iron Crown(M)	
0	0				Trolls from the Mountains	
Turn: 6	Hand: 8	MP: 6	PD: 46	SP: 0	Whispers of Wealth	
Smaug	Lomaw	Durlach	Throkmav	NECRO	Wild Trolls	
					0	

Safe From the Shadow Crown of Flowers

Wardens of the Woodland Realm

, Corlagon At Home, Lure of Power, Summons From Long Sleep, Mordor Rebuilt

, Rank Upon Rank

UNTAP

ORG

Pippin transfers Earth to Arathorn II, croll=auto.

Beretar transfers Dagger of Westernesse to Pippin, croll=auto.

Gandalf,Arathorn II move to Bag End.

Beretar,Pippin move to White Towers.

Gilraen,Halbarad stay.

MOVE

Gilraen, -,haven. Rivendell

HL2, Smaug plays Khuzadrepá at Home

HL1, Smaug uses OG Hibernating Troll

Beretar, -w-w,RL. White Towers

HL2, Smaug keys Wild Trolls to RL. Trolls.2s10p

Pippin plays Halfling Stealth to cancel his strike.

Pippin taps to play No Waiting to Wonder

Beretar, 5p+4.wonder+11sroll=20.

Halfling Strength untaps Pippin.

HL1, Smaug uses OG Dragon's Disciple

Gandalf, -w-w-fd, Bag End

HL2, Smaug plays Gergeli as agent

SITE

The White Towers. RL. Wolves.2s6p

Beretar plays Many Turns and Doublings to cancel wolf attack.

Pippin taps to play Barrow-Blade on Dagger of Westernesse.

END Thranduil.Cirdan

Using Safe From the Shadow, Arathorn II stores Earth of Galadriel's Orchard, croll=auto

{During Turn 6, Throkmaw plays Long Winter with DON in play against Elrond Half-elven.
Your Bag End and White Towers become tapped}

MOVE.7 Lomaw

Lomaw, -ww, haven. Collarmount

HL3, Elrond-x

HL2, Cirdan-x

HL1, Gandalf plays on Lomaw Something Else at Work

MOVE.7, Durlach

Captain, -, RL. Maglgolodh's Cave

HL3, Cirdan plays Courtesy Lessened of Late OG Falathrim in hand.

HL2, Balin-x Has Hermit Troll in hand.

HL1, Elrond-x has Elven Archers in hand.

Durlach, -, haven. Eithel Morgoth

Durlach taps using Strangling Coils to untap Shaman

HL3, Cirdan uses OG Petty-Dwarves(H) to play Dreams of Lore for LostK for Lond Daer.

HL2, Balin-x

HL1, Elrond-x

MOVE.7, Throkmau

Talmog, -, sh. Cobalt-Deeps

HL3, Gandalf plays long-event Beacons Alight

HL2, Gandalf uses OG Glutan

HL1, Elrond-x

Throkmau, -w-**ww**-sl, haven. Shab Arch, flying

HL3, Gandalf plays An Unexpected Outpost to shuffle from SB:

[Dragon-sickness, Revealed to All Watchers]

HL1, Elrond-x has Elven Archers in hand

Spirit-Abuse played by/on Shaman, Talmog supports, -3.res-1.item+1.sup+6croll=3.

Dakalmog, -, sh. Kala Dulakurth

HL2, Gandalf-x

HL1, Elrond-x

HL1, Thg-x

MOVE.7, Smaug

Luitprand, -, haven. LM

HL2, Balin uses OG Not at Home

HL1, Gandalf-x

HL1, Thg-x

Smaug, -RL. Long Marshes Angurth at At Home

HL3+1, Balin uses OG Watcher in the Water

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

TURN07-2.1

{Necro at Dol Guldur}

@ Bag End, U

T	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+
U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	2

@ White Towers, U

T	Beretar	5	1	5	8	Dúnadar	W		R			1
T	Pippin	4	1	3	9	Hobbit		Sc				2
U	Goldberry	2	x	x	x	Maia						a

@ Rivendell, U

U	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0
U	Halbarad	1	1	0	5	Dúnadan				Sa	D	0

Angmarim Tribesmen	Many Turns and Doublings	Crept Along Cleverly
Doomed to Die	Mistress Lobelia	Cursed Journey
Hobbit-lore	Mithrandir	Appetite
Longbottom Leaf	No Waiting to Wonder	Flakas-Gul
0	0	Great Bats
0	0	Hide Pitted with Corrupti
Turn: 7	Hand: 8	MP: 9
Throkmav	Smaug	Lomaw
		Durlach
		NECRO
		Orc sniffer
		0

Safe From the Shadow Crown of Flowers

Wardens of the Woodland Realm

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home,
 Khuzadrepa at Home, Doors of Night, Ando-anca At Home, Many Shapes of Power and Fear,
 Bairanax at Home, Mordor Rebuilt
 , Beacons Alight
 , Bonds of Winter, Long Winter, Great Secrets Buried There

{Made deck changes to accommodate Bonds of Winter. Lomaw +Nothing to Eat and Drink and
 + Worn and Famished from Court1; exchanged for Wound of Long Burden and Lost in
 Wilderness from Court1.}

UNTAP

ORG

Gandalf taps to shuffle from SB: Tom Bombadil.

Hobbit-Lore played on Gandalf.

Gandalf+ move to Grey Havens.

Beretar+ move to Grey Havens.

Gilraen+ stay.

Get sites tapped by Long Winter to hinder minions later in deck.

MOVE

Gilraen, -,haven. Rivendell

HL2, Throkmaw uses OG Khuzadrepá Roused

HL1, Smaug plays Grasping and Ungracious on Gilraen.

Beretar, -w-fd,haven. Grey Havens.

HL2, Throkmaw-x

HL1, Smaug plays An Unexpected Outpost, DON, from SB: [One Foe to Breed a War x2]

Gandalf, -fd-w, haven. Grey Havens.

HL2, Throkmaw plays Rebel-Talk on Arathron.

SITE

END Thrain.Cirdan

Beacons Alight used to recycle from DP: Arthedan Rangers.

TURN08 vs Throkmau

MOVE

Talmog, -ud, haven. Shab Arch

HL3, Cirdan-x

HL2, Gandalf plays Returned Beyond All Hope to grab from DP: Wandering Eldar
Avatar card untaps Throkmau the Vain.

Bonds of Winter no effect.

Throkmau, -sl-ww-w, bh. Ligr Wodaize Berne, flying. Hunger.

HL3, Cirdan-x

HL2, Gandalf-x, Wandering Eldar no good.

HL1, Balin-x

Elrond has Elven Archer in hand.

MOVE.8-Smaug

Smaug, -w-w, RL. Gold Hill. Hunting, Vacated.

HL3, Elrond-x

HL2, Balin-x

HL1, Gandalf-x

HL1, Thg-x

MOVE.8-Durlach

Agog, -, RL. Orod Certhas

HL3, Gandalf uses OG Doomed to Die

HL2, Cirdan keys Chill Douser to RL. Undead.4s9p

Agog, $6p+6sroll=12$, defeat

Maggot, $3p-2w+1.wp+5sroll=7$, success. $8broll+1w=9$, killed. Miner's Pick to Hill Troll.

Crook taps Iron Shield of Old to make strike ineff.

Hill, $5p+5sroll=10$

{drew magic card, Beasts of Angband}

Durlach, -, ud, haven. Forges

HL3, Gandalf uses OG Hobbits; ally in hand

HL2, Cirdan-x

HL1, Elrond-x

HL1, Thg-x

Captain, -w-sl, SH. Pendrath na-Udûn

HL3, Gandalf-x

HL2, Cirdan-x

HL1, Elrond plays Enchanted Stream on company

TURN08-4.1

{Necro at Minas Morgul with Palantir of MT, Dwarf at Brandy Hall}

@ Grey Havens, U

T	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+	Hobbit-lore	
T	Arathorn II	7	2	5	9	Dúnadar	W		R		D	0	Rebel-talk	
U	Beretar	5	1	5	8	Dúnadar	W		R			1		
U	Pippin	4	1	3	9	Hobbit		Sc				2	Star-glass	Pocket Hat
													Dagger of Westernesse	Barrow-Blade
U	Goldberry	2	x	x	x	Maia						a		

@ Rivendell,U

U	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		0	Grasping and Ungracious	
U	Halbarad	1	1	0	5	Dúnadan				Sa	D	0		

Halfling Stealth	Mithrandir				Beasts of Angband
Longbottom Leaf	No Waiting to Wonder				Cardolanian Whalers
Many Turns and Doubles	Ranger of Arnor				Durlach
Mistress Lobelia	Wandering Eldar				Guardian Spirit
0	0				Maker's Map
0	0				Morgoth's Ring
Turn: 8	Hand: 8	MP: 10	PD: 28	SP: 0	Roam the Waste
Durlach	Throkmav	Smaug	Lomaw	NECRO	True Fire-drake

Safe From the Shadow Life More Enduring Crown of Flowers Gates of Morning

Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrega at Home, Mordor Rebuilt, The Black Gate Closes

, Great Secrets Buried There

UNTAP

ORG

Arathorn II rolls to remove hazard, RT, 12hroll-7.base=5,pass.

Gilraen taps to remove hazard, GaU, 6hroll-6.base=0,fail.

Gilraen+ stay at Rivendell.

Gandalf+ move to Sackville.

MOVE.8-Gandalf

Gandalf, -fd,w-fd,fh. Sackville.

Farmer Maggot

HL4, Durlach plays The Black Enemy's Wrath

HL2, Throkmaw-x

HL1, Smaug-x

Gilraen, -,haven. Rivendell

HL2, Durlach uses OG Cardolanian Whalers

HL1, Throkmaw-x

HL1, Smg-x

{ good to not moving through multiple wilderness

SITE

Sackville. Fh.

Beretar taps to play ally Mistress Lobelia.

Mistress Lobelia taps to fetch from DP: Hobbits

Longbottom Leaf played: shuffles: Narya, Old Friendship

END Thrain.Cirdan(next turn)

MOVE.9-Uvatha

Ulrac, -sl-sl,bh. Iorag Camp

HL2, Balin-x

HL1, Gandalf keys Dwarven Travelers to bh, dwarves.3s8p,detainment

Ovatha's Bow taps to keep Ulrac untapped against region attack.

Ulrac, 6p+2.wp+sroll=auto.

Jehn Remak, 3p-3x+4sroll=4,taps.

Uvatha, -sl-sl-dd,haven. Chey Goumal.

HL2, Balin-x

HL1, Gandalf-x

HL1, Thg-x

MOVE.9-Hoarmurath

Gûrthlug, -dd-dd,sh. Mount Doom

HL3, Elrond-x

HL2, Cirdan-x

HL1, Gandalf-x

HL1, Thg-x

MOVE.9-Ren

Ologong, -dd-w-bl,RL. Nevazar's Tomb.

Discard stolen Knowledge to reveal site: *That's Been Heard Before Tonight*

HL3, Gandalf keys Wandering Eldar to BL. Elves.each.9p

Sojourn in Shadows played on Aknazeh,

Ologong plays, D, Crooked Promptings to help cc.

-4.res+2.res+6croll=4.

Ologong, 7p+12sroll=19,fail

Hord, 3p-1t+7sroll=9,ineff

HL1, Elrond keys Elves Upon Errantry to BL. Elves.4s9p

Aknazeh plays Deeper Shadow to reduce HL, -3.res+9croll=6.

Cancels attack.

Ren, -,haven. Chey Goumal.

HL2, Gandalf-x

HL1, Elrond-x

HL1, Thg-x

Mionid, -dd-sl-sl-dd,haven. Chey Goumal

HL2, Gandalf-x

HL1, Elrond-x

HL1, Thg-x

TURN09-4.1

@ Sackville, T

U	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+	Hobbit-lore
U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	0	
T	Beretar	5	1	5	8	Dúnadar	W		R			1	
T	Mistress Lobelia	3	0	0	9	Hobbit		Sc				a	
U	Pippin	4	1	3	9	Hobbit		Sc				2	Star-glass
													Pocket Hat
U	Goldberry	2	x	x	x	Maia						a	Dagger of Westernesse
													Barrow-Blade

@ Rivendell, U

T	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		1	Grasping and Ungracious
U	Halbarad	1	1	0	5	Dúnadan				Sa	D	0	

Halfling Stealth	No Waiting to Wonder	Above the Abyss
Hobbits	Old Friendship	Long Forgotten Gold
Many Turns and Doublin	Whisking Youths on Mad Adventures	Nobody's Friend
Mithrandir	Wizard's Flame	Perfect Gold Ring
0	0	Ren the Ringwraith
0	0	Siaken
Turn: 9	Hand: 8	MP: 10
PD: 19	SP: 0	Three Tears of Manah
Ren	Uvatha	Hoarmura Dwar
NECRO	0	
Pelargir	Barad-dur	19 MPs
		0

Safe From the Shadow Life More Enduring Gates of Morning

Cloudless Day

Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrepá at Home, It Stinks, Heart Grown Cold,
Mordor Rebuilt, Bairanax at Home, Like Shreds of Cloud, The Black Gate Closes
, Out of the Swamps

{need to move to draw cards; gold ring, Scroll, Beer, Tom, Bill in deck still}

UNTAP

ORG

Gandalf taps to shuffle from SB: Mallorn

Whisking Youths on Mad Adventures played on Gandalf while at a site in The Shire-Sackville.

Gilraen taps to remove hazard, GU, 6hroll-6base=0, fail.

Gandalf(Arathorn) move to Isles of the Dead that Live for gold ring.

Beretar, Pippin move to Bywater.

Gilraen+ stay.

MOVE.9-Gandalf

Gilraen, -,haven. Rivendell

HL2, Ren plays Nobody's Friend to fetch from PD: Pôn-ora-Pôn

HL1, Ren uses OG Three Tears of Manah

Gandalf, -fd-w-cs,RL. Isles of the Dead that Live.

HL2, Ren plays An Unexpected Outpost to shuffle from DP: Nobody's Friend.

Wormtongue drawn.

HL1, Ren plays as agent Wormtongue; Necro has his hazard card yet to be played.

Beretar, -fd,fh. Bywater

HL2, Ren plays Eyes in Their Service,

by turning face-up and tapping Wormtongue At Isengard.

{Uvatha had no hazards; Hoarmurath only Ghosts}

{discard Hobbits}

SITE

Bywater, fh. AA-none

Mistress Lobelia taps to fetch from DP: Hobbits

Pippin taps to make INF on Hobbits.8

+1.di+4.mod(hobbits)+9iroll=14,taps site.

END Radagast.Balin(next turn)

MOVE.10-Dwar

Gorfaur, -,dh. Durthang

HL4, Balin-x

HL3, Elrond-x

HL2, Gandalf plays An Unexpected Outpost to shuffle from SB: Lure of Power

HL1, Gandalf plays Decisions of the White Council

MOVE.10-Uvatha

Uvatha, -,haven. Chey Goumal.

HL2, Gandalf-x

HL1, Cirdan plays An Unexpected Outpost to shuffle from SB: Terror From the Deepes.

Ulrac, -sl-sl,bh. Variag Camp

HL2, Gandalf plays Revealed to all Watchers; 10 cards in hand, 1 hazard.

[Halfling Stealth,Many Turns and Doublings,No Waiting to Wonder,Old Friendship,
Wizard's Flame,Bilbo,Halfling Strength,Sam Gamgee]

HL1, Gandalf plays Lure of Power

Come By Night Upon Them played on new site.

Pon Opar, -t-w-w-d,haven. Chey Goumal. Sunlands Ranger in company.

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

{ Elrond has River, Elven Archer in hand. }

Pon Opar taps to play Voices of Malice, Lure of Power, 5scroll-2.res-1.item=2,pass.

MOVE.10-Hoarmurath

Gorbag, -sl-sl-w2-w2,bh. Logath Camp

HL2, Cirdan uses OG Falathrim

HL1, Gandalf-x

HL1, Thg-x

Hoarmurath, -sl-dd-dd-sl-sl,haven. Dol Guldur; flying

Deck exhausts. 10 cards shuffled for deck 1; 9.6cards/turn draw.

Like Shreds of Cloud discarded with exhaust.

From DP to SB: [Orcs of Gorgoroth,Orcs of Udûn,Ungol-orcs,Uruk-hai,Wraiths of Mordor]

From SB to new PD: [Siege,The Roving Eye,Extravagate Tombs,Doomed to Die,Fear of Death]

89 cards in Deck 2.

Gurthlug, -,sh. Mount Doom

HL3, Cirdan plays Crossing the Borders; Selects Shelob's Lair of course. 2nd AA.

Spider.1s16p,death.

Orc Brawler gave his life for the cause.

HL1, Gandalf-x

TURN10-2.1

@ Isles of the Dead That Live, U

U	Gandalf	x	10	6	9	WIZARD	W	Sc		Sa	D	1+	Hobbit-lore	Whisking Youths on M
U	Arathorn II	7	2	5	9	Dúnadar	W		R		D	0		

@ ByWater, T

U	Beretar	5	1	5	8	Dúnadar	W		R			1		
T	Mistress Lobelia	3	0	0	9	Hobbit		Sc				a		
T	Pippin	4	1	3	9	Hobbit		Sc				2	Star-glass	Pocket Hat
													Dagger of Westernesse	Barrow-Blade
U	Goldberry	2	x	x	x	Maia						a		

@ Rivendell, U

T	Gilraen	3	1	2	8	Dúnadan		Sc		Sa		1	Grasping and Ungracious
U	Halbarad	1	1	0	5	Dúnadan				Sa	D	0	

Dragon-sickness	Old Friendship			Gifts as Given of Old
Halfling Stealth	Sacrifice of Form			Gifts as Given of Old
Many Turns and Doublin	Sam Gamgee			Little Snuffler
Narya	Scroll of Isildur(H)			Lost in Shadow-lands
0	0			So You've Come Back
0	0			Variags of Khand(M)
Turn: 10	Hand: 8	MP: 11	PD: 11	SP: 0
Uvatha	Hoarmura Dwar	Ren	NECRO	Well Aimed
Cairn of the Minas Morg	Barad-dur	.	22 MPs	0

Life More Enduring

, Wardens of the Woodland Realm

, Great Army of the North, Doors of Night, Heart Grown Cold, Mordor Rebuilt, Bairanax at Home

, Out of the Swamps

UNTAP

ORG

Gilraen taps to remove hazard, GaU, 5hroll-6.base=-1

Gandalf taps to dump from SB: [Fatty Lumpkin, Hobbit-lore x2]

Gilraen+ stay at Rivendell.

Beretar moves to Bag End.

Pippin moves to Mount Rerir.

Gandalf+ move to Mount Rerir.

MOVE.10-Gandalf

Pippin, -fd-w-w,sh. Mount Rerir

HL2, Uvatha keys Little Snuffler to sh, orc.1s5p10b

Halfling Stealth cancels attack.

HL1, Uvatha plays on Pippin So You've Come Back

Gandalf, -cs-cs-fd,sh. Mount Rerir

HL2, Uvatha keys Morgul-rates to sh with DON. Animals.2s15p

Arathorn, R, plays Many Turns and Doublings to cancel Animal attack.

Wizard's Flame played by Gandalf, Arathorn II taps to support, -3.res+1.card+1.sup=croll auto

HL1, Uvatha moves agent first time, Dasakun, from site adjacent to home site start at
Korondaj to Sudu Cull.

Beretar, -fd,fh. Bag End.

HL2, Uvatha plays Woffung as agent.

HL1, Uvatha plays Nobody's Friend on Woffung played this turn.

Gilraen, -,haven. Rivendell

HL2, Uvatha moves agent first time, Ullis, from site adjacent to home site start at
Amon Lhaw to Osgiliath

SITE

Bag End. AA-none

Mistress Lobelia taps to fetch Bill the Pony from playdeck, reshuffle.

Beretar taps to play Bill the Pony, taps site.

Mount Rerir, sh. +1.tapped = 4s10p

(1)Undead---3 strikes with 9 prowess, cannot be cancelled by card or ability
requiring a skill. Each character wounded makes a CC.

Pippin plays Halfling Stealth to cancel his strike.

Pippin taps to play No Waiting to Wonder on Arathorn II's strike.

Arathorn, 5p-1t+2.flame+4.res-1e+12sroll=21

Gandalf plays Narya for +2.di, +4.p +1b, untaps Arathorn and Pippin,

Plays Old Friendship for cc, +1.card+4.res-5.narya+croll=auto.

Gandalf, 6p-1t+2.flame+4.narya+5sroll=16

Pippin taps to play Scroll of Isildur(H), taps site.

Necromancer has this item in hand! Wanted to visited Tolfalas next turn.

END Radagast.Cirdan

{Deck exhausts on hand reset} 10 cards/drawn per turn. 14 recycled

Discard from Lomaw: Something Else at Work (Lomaw)

Cards removed from DP to SB:[Fireworks,Anduril,Strider,Rangers of the North,
To Fealty Sworn]

Shuffle Anduril, Prancing Pony, faction, Sworn late in 2nd deck]

Cards removed from SB to DP:[Will Shaken,Bilbo's Magic Ring,Hobbit Pony,
Do Not Use It Again,Mister Underhill]

98	56	43	11	4	4	1	0
h1	p1	d1	r1	v1	o1	g1	b1

104 cards in 2nd deck

1	GANDALF	0	h101,p102			
2	GANDALF	0	h103,p105u			
3	GANDALF	0	h109,d109			
4	GANDALF	0	h109,d109			
5	Aragorn II	0	h101,d101			
6	Halbarad of the North	0	h106,d106			
7	Strider	0	h107,d107			
8	Ranger of Arnor	0	h102,d102			
9	Ranger of Arnor	0	h108,d108			
10	Ranger of Arnor	0	h108,d108			
11	Frodo	0	h101,d101			
12	Sam Gamgee	0	h110,d110			
13	Bilbo	0	h110,d110			
14	Fatty Bolger	0	h106,d106			
1	Shire-Ale	1	h110			
2	Scroll of Isildur(H)	0	h110,p110			
3	Earth of Galadriel's Orchard	0	h102,p104			
4	Sting	0	h107,d107			
5	precious gold ring	0	h106,d106			
6	precious gold ring	0	h110,d110			
7	Hobbits	0	h107,d108,g108m,d109,g109m,p109			
8	Bill the Pony	0	f110,p110			
9	Mistress Lobelia	0	h106,p108			
10	Goldberry	0	h101,p102			
11	Barrow-Blade	0	h106,p106			
12	Hiding	0	h102,o102			
13	Hiding	0	h105,d105			
14	Many Turns and Doublings	0	h101,d106			
15	Many Turns and Doublings	0	h103,p106			
16	Many Turns and Doublings	0	h106,p110			
17	Marvels Told	0	h101,p102,r102,h104,p104			
18	Marvels Told	0	h102,p103			
19	Fireworks	0	h108,d108			
20	Halfling Stealth	0	s00,p101,r101			
21	Halfling Stealth	0	h103,p106			
22	Halfling Stealth	0	h107,p110			
			h110,p110			
23	Halfling Strength	1	s00,o101,r102s			
24	Halfling Strength	1	s00,d105			
25	Halfling Strength	1	h104,p106			
			h110,p110			
26	No Waiting to Wonder	0	h101,p101			
27	No Waiting to Wonder	0	h102,p106			
28	No Waiting to Wonder	0	h106,p110			
29	Houses of Healing	0	h103,p103			
30	Whisking Youths on Mad Adventure	0	h109,p109			
31	Mithrandir	0	h105,d109			
32	Farmer Maggot	0	h108,p108			
33	Longbottom Leaf	0	h103,d103			
34	Longbottom Leaf	0	h107,d107			
35	Longbottom Leaf	0	h108,p108			
36	Smoke Rings	0	s00,p101			
37	Smoke Rings	0	h102,p102			
38	Smoke Rings	0	h102,p102			
39	Wizard Uncloaked	0	h104,d106			
40	Wizard's Flame	0	h110,p110			

1	Arthadan Rangers	0	h103,d103	
2	Arthadan Rangers	0	h105,d105	
3	Arthadan Rangers	0	h107,d107	
			r107beacon,d108	
4	Angmarim Tribesmen	0	h107,d107	
5	Angmarim Tribesmen	0	h108,d108	
6	Angmarim Tribesmen	0	h110,d110	
7	Rangers at Sarn Ford	0	h102,o102	
8	Rangers at Sarn Ford	0	h105,d105	
9	Rangers at Sarn Ford	0	h107,d107	
10	Dwarven Travelers	0	h101,p102	
11	Dwarven Travelers	0	h108,p109	
12	Dwarven Travelers	0	h109,d109	
13	Wandering Eldar	0	s00,p101	
14	Wandering Eldar	0	s00,p101	
15	Wandering Eldar	0	s00,p102	
			f102.master,p102	
			h108rbh,p109	
16	Glutan	0	h101,d101	
17	Glutan	0	h101,d101	
18	Glutan	0	h106,o107	
19	Beacons Alight	0	h106,p107	
20	Covetous Thoughts	0	h101,p102	
21	Covetous Thoughts	0	h104,p104	
22	Siege	1	h110	
23	The Roving Eye	0	h102,d103	
24	The Roving Eye	0	h105,p106	
25	Doomed to Die	0	h107,d108	
26	Chill Them with Fear	0	s00,p101	
27	Chill Them with Fear	0	h104,p104	
28	Made for His Rescue	0	h105,d105	
29	Decisions of the White Council	0	h109,p110	
30	The Watchful Peace	0	h105,p105	
31	Chance of Being Lost	0	h102,p104	
32	Chance of Being Lost	0	h110,p211	
33	Things Might Go Ill	0	h106,d106	
34	Tookish Blood	0	h101,p101r	
35	Tookish Blood	0	h108,d109	
36	Tookish Blood	0	h110,d110	
37	Returned Beyond All Hope	0	h107,p108	
38	An Unexpected Outpost	0	h104,p104	
39	An Unexpected Outpost	0	h107,p107	
40	An Unexpected Outpost	0	h109,p110	

	<u>SIDEBOARD</u>					
1	The One Ring(H)	0	x102			
2	Bilbo's Magic Ring	0	e1			
3	Palantír of Elostirion(H)	0	x102			
4	Anduril	0	x105			
5	Rangers of the North	0	x105			
6	Hobbits of the Westmarch	0	x103			
7	Tom Bombadil	0	v107,d109			
8	Fatty Lumpkin	0	x110			
9	Hobbit Pony	0	e1			
10	Mallorn	0	v109,h110,p110			
11	Reforging	0	x105			
12	The Thain	0	x105			
13	Great Elf-warrior	0	x105			
14	To Fealty Sworn	0	x103			
15	Counsellors of the North Kingdon	0	x103			
16	Old Friendship	0	x102			
17	Old Friendship	0	x102			
18	Old Friendship	0	r108lbl,h110,p110			
19	New Best Friend	0	x103			
20	Spring of 1420	0	x102			
21	Do Not Use It Again	0	e1			
22	Mister Underhill	0	e1			
23	The Prancing Pony	0				
24	Rings of Power	0				
25	Narya	0	r108lbl,h110,p110			
26	Wizard's Cart	0	x103			
27	Hobbit-lore	0	v105,h106,p107			
28	Hobbit-lore	0	x110			
29	Hobbit-lore	0	x110			
30	Sacrifice of Form	1	v104,h110			
31	Shirriifs	0				
32	Shirriifs	0				
33	Shirriifs	0				
34	The Will of the Ring	0				
35	Something Else at Work	0	r104a,h106,p107			
36	Dragon-sickness	1	r107a,h109			
37	Will Shaken	0	e1			
38	Lure of Power	0	r110,h110,p110			
39	The Old Villain	0				
40	Revealed to all Watchers	0	r107a,h110			

r = recycled/shuffled into playdeck. V=avatar sideabard tap directly to playdeck.

	Gandalf the White Rider		s100,r105wp,h110			
	Starting					
	Arathorn II	0	s100			
	Beretar	0	s100			
	Pippin	0	s100			
	Gilraen	0	s100			
	Halbarad	0	s100			
	Pocket Handkerchief	0	s100			
	Dagger of Westernesse	0	s100			
	Star-glass	0	s100			

Hazards faced x = none played. O=onguard use

top	GANDALF	15	T1	T2	T3	T4	T5	T6	T7	T8
	11 Court2		Heedless R	An Unexp	Cave-drake					
	12 Indur	x,								
	13 Malezar									
	14 Court									
	21 Malezar	o	agent.move	Taint of Glory						
	22 Court2	x,								
	23 Indur									
	24 Court									
	31 Indur	x,x,								
	32 Malezar	x,x,								
	33 Court2	x,	Wandering Eldar							
	34 Court									
	41 Court	x,x,								
	42 Indur	x,x,								
	43 Malezar	x,x,								
	44 Court2									
	51 Lomaw	ox,	Summons From Long Sleep							
	52 Durlach	x,x,								
	53 Smaug	x,								
	54 Throkmaw									
	61 Smaug	o,o	Khuzadrep	Wild Trolls	agent.play					
	62 Lomaw									
	63 Durlach									
	64 Throkmaw									
	71 Throkmaw	ox,x,	Rebel-talk							
	72 Smaug		Grasping an	An Unexpected Outpost						
	73 Lomaw									
	74 Durlach									
	81 Durlach	ox,	The Black Enemy's Wrath							
	82 Throkmaw	x,								
	83 Smaug	x,								
	84 Lomaw									
	91 Ren	o,	Nobody's Fr	An Unexp	agent.play-wormtongue					
	92 Uvatha									
	93 Hoarmurath									
	94 Dwar									
	101 Uvatha		So You've C	Little Snuffle	Morgul-rats	Nobody's Fr	agent.play-v	agent.move-	agent.move-Ullis	

avatar	character	HL	SiteOO	sitepath	w	stk	cc	site type	site moved	AA	item	item	faction	ally	mission
1		3	Rivendell	w-w-fd		1	h.Stealth	f	Bywater						
		2	Rivendell					haven	Rivendell						
2	avatar	3	Rivendell	Marvels Told		1		haven	Rivendell						
		3	Bywater	fd-w				f	Tom's House					Goldberry	
3		3	Rivendell	Marvels Told		1		haven	Rivendell						
		3	Tom's House	w-w			Houses of Healing	ruins	Barrow-downs						
4		3	Rivendell			1	Marvels Told	haven	Rivendell						
		3	Barrow-downs	w-w-w-w				haven	Lorien		Earth of Galadriel's Orchard				
5		3	Rivendell					haven	Rivendell						
		3	Lorien	w-bl-w-w					Rivendell						
6		2	Rivendell	w-w-fd		1		f	Bag End						
		2	Rivendell	w-w		2	Stealth, Wonder, Doublin	ruins	The White wolf						Barrow-B
		2	Rivendell					haven	Rivendell						
7		2	Bag End	fd-w	Long Winter			haven	Grey Havens						
		2	The White Tower	w-fd	Long Winter				Grey Havens						
		2	Rivendell					haven	Rivendell						
8		4	Grey Havens	fd-w-fd				f	Sackville					Mistress Lobelia	
		2	Rivendell					haven	Rivendell						
9		2	Sackville	fd-w-c				ruins	Isles of the Dead that Live						
		2	Sackville	fd				f	Bywater				Hobbits		
		2	Rivendell					haven	Rivendell						
10		2	Isles of the Dea	c-c-fd		2	1 Turns, Flame, Narya	sh	Mount Renir						
		2	Bywater	fd-w-w		1	Stealth,Wonder		Mount Renir	undead	Scroll of Isildur(H)				
		2	Bywater	fd				f	Bag End					Bill the Pony	
		2	Rivendell					haven	Rivendell					Mallorn	

above image: read highlight=tapped site

Turn site started; new site;

	top	avatar			avatar			MP	pd	SP	avatar					
	1		Rivendell	Rivendell	Bywater	Rivendell		5	86	0						
	2	avatar	Rivendell	Bywater	Rivendell	Tom's House		5	75	0	DP.5	Goldberry				
	3		Rivendell	Tom's House	Rivendell	Barrow-downs		6	67	0						
	4		Rivendell	Barrow-downs	Rivendell	Lorien		6	61	0	PD.1	Earth of Galadriel's Orchard				
	5		Rivendell	Lorien	Rivendell	Rivendell		6	57	0						
	6		Rivendell	Rivendell	Rivendell	Bag End	The White Towers	6	51	0		Barrow-Blade				
	7		Bag End	The White Towers	Rivendell	Grey Hav	Grey Havens	9	39	0	PD.1	Long Winter taps BE,WT				
	8		Grey Have	Grey Havens	Rivendell	Sackville		10	33	0						
	9		Sackville		Rivendell	Isles of the	Bywater	10	26	0		Mistress Lobelia				
104r	10				Mount Re	Mount Re	Bag End	11	16	0	DP.3	Bill the Pony	Scroll of Isildur(H)		Mallorn	
	11							19	104	0						