

# THRANDUIL-SPIDERS

50avatar

<b>C</b>	8	Thranduil's Halls
<b>I</b>	2	Mirkwood
<b>F</b>	13	vs. Mouth
<b>A</b>	1	Wilderland
<b>M</b>	3	factions & T Destroy
<b>K</b>	5	Spiders & Leaders

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 27 cards in sideboard,
40 cards in H. deck, 13 cards in sideboard,
14 characters in deck
10 starting cards
144 total cards
DC: 27res + 19haz + 18char = 64
16.5 creatures

## Deck Outline

Overview res  
Haz sites  
Characters\_and\_Companies  
Elf-king of Mirkwood  
White Council  
Fellowship  
History

### OVERVIEW

Thranduil II's kingdom is in Mirkwood. Once it was Greenwood the Great. A shadow has taken hold in Amon Lanc or Dol Guldur. Orcs and spiders have been moving steadily north to the Forest River, near the elf-king's halls. The men of Esgaroth are weary of Smaug's dominion and are weaken. A new leader must unite these men for the coming war. Yes, war will happen again. This is known from the build-up of armies to the east and of the trains moving to Angmar. Thranduil will send out his elves and gather the men to weaken the strength of the vanguard sent from Dol Guldur.

His son, Legolas, will hunt orcs and spiders of Mirkwood. He will also attack the minions of The Mouth of Sauron. He will go almost anywhere to fight the orcs. Thranduil will gather factions and find lost items of power. The elves keen knowledge of the forest will aid in their hunting and travels. Many agents are loose in Mirkwood, and you need to be watchful of them.

Changes to this deck reflect a greater attempt for a flavorful resource strategy. Thranduil has just a few regions to use. I made the deck more at home for the elf-king.

Waybread was removed in favor of better means to heal. Elven Rope was added to use Elven Bridge. The sideboard has three fewer resources. Many Foes He Fought was removed only because it is used 9x in three other decks. Well Aimed x3 replaces the event. However, there are only four elves in the deck to fully use that event.

+

Lesser Minds Daunted x2 replaced with Elven Bridge x3. There are few Diplomats in this deck. Besides, did the elves play nice with Thorin & Company? Hey Come Merry Dol was replaced by Healing Song. HCMD is used by Guild of Elements. Healing Song now sees play. Using Healing Song and more of Refuge can limit movement to multiple Wilderness or at least avoiding Woodland Realm watched by dragons. Face Out of Sight was moved to Valdacli deck replaced by Here is a Snake. HiaS was taken from Lady Galadriel's deck after it was updated. She now gets Hidden Knife to wound agents. Face Out of Sight hurts Radagast's grey agents. Here is a Snake will help in a limited way this player to plan the next turn's movement. Now MWWH can be more useful. The King's Hunting was added to give MP to Clean the Greenwood and to fetch Block.

+

Hazards had some changes. Both Spawn events were removed – given to Smaug. Wisp of Pale Sheen added to tap a 5 mind Orc not-named Mauhur. Wrath of the West removed for Pit Trap and Devouring Wyrms. Another copy of Elven Custody added. Gloom removed for Nature's Revenge. He needs to protect Mirkwood from fallen-Lords.

+

Gloom, Das Pack Vor Der Tür, and Wake of War replaced by Taint of Deep Lore and five character hazards to weaken the leaders so the spiders to munch on the maggots.

## RESOURCES (40/27)

2	1	1	<b>Bow of Dragon-horn</b>
2	1	1	Great Bow of Yew
		1	Arrows shorn of ebony
**			Elf-stone
*			Elven Rope
		3	Elven Cloak
		1	<b>Gold Belt of Lorien</b>
2	1	1	<b>Wandlimb</b>
2	1	1	<b>Quickbeam</b>
1	2	1	<b>Beasts of the Wood-11</b>
1	2	1	<b>A Panoply of Wings-11</b>
1	2	1	<b>WildHounds-11</b>
2	1	1	<b>Great Falcons of Mirkwood</b>
1	1	1	<b>Ravens of N. Rhovanion</b>
1	1	1	<b>Wood-elves-9</b>
1	1	1	<b>Raft Elves-7</b>
3	3	1	<b>Elves of Taur Romen</b>
		1	<b>Entwives</b>
	x	x	<i>Towers Destroyed</i>
		1	<i>The Road to the West</i>
2	2	1	<i>Clean the Greenwood</i>
1	1	1	When You Know More
		1	<b>Hollowed of The Left Breast</b>

13/9

1	Block	W
1	Many Turns and Doublings&	R
2	Sated Beast	
3	A Friend or Three	
3	<b>Cloaked by Darkness</b>	
3	Marvels Told	Sa, rit
2	Master of Wood, Water, Hill	Sa, rit
1	<i>Say Friend and Enter</i>	Sa, rit
2	<i>Healing Song</i>	song
2	<i>Elven Bridge</i>	se
2	Elf-path&	move-o
1	Refuge&	
2	Gates of Morning	
3	The Sun Unveiled	morn
1	Palm to Palm	pe
1	Crept Along Carefully	pe
1	<i>Ranger's Gear</i>	pe
1	<b>Senses More Keen Than Most</b>	
1	<i>Greenwood the Great</i>	info
3	Smoke Rings	
1	Long Bottom Leaf	
1	<i>Herald of Gil-galad</i>	muster
*	<b>Warden of the W. Realm</b>	s2*
1	<b>The King's Hunting*</b>	s2*
1	<b>The Trees Have Ears*</b>	s1*
1	<b>The Weavetress</b>	s1*
1	<b>Lord of Wood and Beast</b>	s2
*	<b>Trusted Counselor</b>	s1
1	<b>Prince of Mirkwood</b>	s2
x	x <b>Thranduil's Halls</b>	s1

27/18

**HAZARDS** (40/13)**19/2**

3	King Spider	spider	1	1	8	x	rl	WW, SL
3	Giant Spiders	spider	1	2	10	x		WW
3	Lesser Spiders	spider	1	4	7	x	rl	W, SL
3	Shelob's Brood	spider	1	4	8	x		
3	Thranduil's Folk	elf*	2*	all	10	6		
2	Galadhrim	elf*	2*	3	11	7		o22
yyy	<b>Lord of the Woods</b>	elf*						
3	Ta-Fa-Lisch							
1	<b>Bairanax Ahunt</b>	hunt						

**21/11**

1	Burdensome Commands	P.char						o1
1	Failed Leadership	P.char-leader						o1
1	Brutal Commands	P.char-leader						o1
1	Slip Treacherously	S.item						
3	Spiders Huge and Horrible	P.corruption,disease-spider						
3	Black Vapor	S.enhance-spider						
1	Full of Froth and Rage	P.attack-spiders&animals						
3	Flies and Spiders	P.prisoner-spider						
1	Two or Three Tribes Present							
3	The Reek	S.						x222
3	Darkness Made By Malice							
1	Dragon's Sleep							o2
2	Elven Custody	P.prisoner						x11
1	The Watchful Peace	L.						
1	Unabated in Malice	S-attack receives +1strike, +1P/-2B. xCancel						x11
1	Chill Them With Fear	L.						
1	Pit Trap	P.site-attack						
1	Devouring Wyrms	P.war-move						x1
3	An Unexpected Outpost	S.cycle						

## SITES

WR	Thranduil's Halls		x	WoodElves
w	Refuge	in Woodland Realm	x	A Panoply of Wings
w	Refuge	in Woodland Realm	x	Hollow
w	Refuge	in Northern Rhovanion	x	Ravens of the Northern Rhov
AV	Beorn's House		x	
AV	Eagle's Eyrie		x	
WF	Cerin Amroth		x	
WF	Lorien	haven/spec	x	Gold Belt of Lorien
Fa	Wellinghall		x	Quickbeam
WR	Celebannon	m	x	Raft Elves
SM	Ceber Fanuin	Info	elves	When You Know More
SM	Rhosgobel	heal	x	Beasts of the Wood
SR	Gyogorasag Sanctuary	heal	x	
TR	Rhubar			Elves of Taur Romen
AV	Mathlaburg	Info, m	men	x
WM	Woodmen Town		x	x
NR	Lake-town			x
NR	Dale			x
SR	Strayhold	Info, m, M	men	x
Fr	Logath Camp	m	men.xd5	Entwives & Wandlimb
AV	Framsburg	m		Arrows Shorn of Ebony
AV	Carrock	Info, m	animals	x
AV	Gladden Fields	ring	maia	x
GN	Ovir Hollow	m, M	Bairnax	x
GN	Gondmaeglom	m, M, ring	Scatha	Bow of dragon-horn
WM	Caras Amarth	m, M, ring	Traps.2e10	Wild Hounds
HM	Cor Angaladh	m, M, ring	undead	Great Bow of Yew
HM	Mountains of Mirkwood	Info, m	spiders	Great Falcons
HM	Sarn Gornwing	m, M	orc	Clean the Greenwood
SM	Dol Guldur	Info, m, M, G	orc/troll/spider	Towers Destroyed

**CHARACTERS-10** 13-6-6-4-3

4 Thranduil II	9/5/7/9+	W/R/Sa	Sd	Thranduil's Halls	+3DI.Elf, Leader
3 Bladeorthin	8/2/7/7*	W/Sc/R	Sd	Th, Edhellond	+1DI.Elves; +1P.o+u
2 Aramacar	5/1/5/9+	W/Sc	Sd	Rhûbar	+3DI.Taur Romen
1 Heladil	3/0/3/8+	W/Sc	Sd	Thranduil's Halls	+2P.spider
1 <i>Mallorn</i>	3/0/2/9*	W/Sc	na	Rhûbar, elf-hold W	
1 <i>Wood-elf</i>	3/0/3/8*+	W/R	sv	Rhûbar, elf-hold W	t.Animal/Plant
1 <i>Wood-elf</i>	3/0/3/8	W/R	sv	Rhûbar, elf-hold W	t.Animal/Plant
1 <i>Wood-elf</i>	3/0/3/8	W/R	sv	Rhûbar, elf-hold W	t.Animal/Plant
2 Arhendhil	5/1/3/9+	R/Sa	Sd	Thranduil's Halls	+1DI.Elf,+4DI.Legalos
1 <i>Shipwright</i>	3/0/3/7*	W/Sa	sd	Grey Havens, elf-hold port	
1 Greenleaf	4/0/4/8+	W/Sc	Sd	Thranduil's Halls	
2 Legolas	6/2/5/8	W/D	Sd	Thranduil's Halls	+2DI.Wood elves
1 Ohtar	4/1/4/8+	W/D	Sd	TH, Celebannen	+3DI.raft
1 <i>Emissary</i>	3/1/2/8*+	W/D	no	Rivendell	+2DI.hero factions
1 Galion	3/0/2/8	Sc	Sv	Thranduil's Halls	t.Winyards
1 Lardin Aril	4/1/2/8+	Sa	Sd	Hau Nysrin, Lorien	

*starting company:* at Thranduil's Halls

2 Bladorthin	8/2/7/7	W/Sc/R	Trusted
1 <i>Mallorn</i>	3/0/2/9	W/Sc	
1 <i>Wood-elf</i>	3/0/3/8	W/R	rope
1 <i>Emissary</i>	3/1/3/7	W/D	elfstone, elfstone
1 <i>Shipwright</i>	3/0/3/7	W/Sa	

12/19 (17+2) GI Hand-8,9 Mind-32

**#1 Brotherhood of the Sword**

Thranduil	9/8/7/9	W/R/Sa	1	Sd9	Hunting
<i>Wood-elf</i>	3/0/3/8	W/R	0	Sd3	
Heladil	3/0/3/8	W/Sc	2	Sd3	dragonhorn

**#2 Brotherhood of the Bow**

&lt;Palm to Palm&gt;

Arhendhil	3/10/3/9	R/Sa	0	Sd5	cloak, elfstone, rope, Gear, Trusted
Galion	4/0/2/8	Sc	1	Sv3	cloak
Greenleaf	5/0/4/8	W/Sc/R	1	Sd4	cloak

**#3 Oath-makers**

Aramacar	5/1/7/9	W/Sc	2	Sd5	great bow
Lardin Aril	4/3/2/8	Sa	1	No4	elfstone, More
<i>Emissary</i>	3/2/3/7	W/D	1	no4	belt [+1DI.factions]

## OBJECTIVE

Thranduil of Mirkwood has two missions – play factions and harass minions in Mirkwood. His strategy is a most straight-forward deck. He will play items to boost his characters and play the factions to be used later in the wars. In the meantime, he will be playing two mission cards to cleanse Mirkwood of its blot. Dragons from the north and orcs from Sarn Gorniwing will be driven from the realm. This avatar will be the most combative of the Elf-Lords, which will make him a target so he will most likely stay in Woodland Realm and adjacent regions. Most of his movement is either in Mirkwood or adjacent regions, except to playing an Ent ally.

### Top 5 Goals

1. Play 4 of the unique factions
2. Rotate once Towers Destroyed
3. Store one Greenwood the Great
4. Visit Dol Guldur to complete rotating Towers Destroyed

## THRANDUIL OF MIRKWOOD

This Elf-Lord has decided to regain forest lost to the dominations of wickedness. Thranduil will venture away from his home to combat the evil. He has no weapon for his 7/9 stats. He is a Sage and a leader, which he may have to tap to play sage resources. His 8 DI against elves will allow him to control up to three of his kin, which will allow a strike-team to assault deep into Mirkwood. His death will mean that Bladeorthin will become the elf-lord.

Thranduil's mobility will be limited, so stay within a region of Woodland Realm except for playing Clean the Greenwood or to kill dragons. This will allow the play of Elf-Path and secure movement. He will most likely aid other heroes in Mirkwood and attempt to kill dragon Ahunts with Arrows Shorn of Ebony.

He can tap to cancel an attack against his company keyed to a region of Mirkwood or site therein; or untap Wardens of the Woodland Realm. These abilities aid in either avoiding wounds or faster healing.

The King's Hunting is the only stage resource with corruption to be played on the avatar. A single corruption point allows tapping the event to fetch a Warrior resource or a non-unique elf. Block will help the avatar and Legolas stay untap so to face further attacks later in the turn. Shuffle this card into the first deck if Block is in the discard pile.

## CHARACTERS

Only elves are in his deck. The five skills are well displayed except Diplomat. There will be four mini-companies. However, two will mostly be joined into one company at various parts of the game. There are six non-unique elves in the deck. Eight elves have three mind. Most of the elves can be played at Thranduil's Halls and all but two in Wilderland. These two will start play. Many characters will be discarded or played in this deck. Only four elves have the race needed to maximize the use of Well Aimed.

Thranduil of Mirkwood is a more aggressive elf-lord. His DI is low at 17 with 8 DI against elves. He is a Sinda and a leader. He has +2 DI against the Wood-elves that may be useful when having followers. He has great power at his home site giving him +1 to hand size. His special ability is to tap canceling at attack against his company keyed to Mirkwood, site therein, or untap Wardens of the Woodland Realm. He will move often in Mirkwood using his 7 prowess. His three skills are useful either moving or squatting: Warrior-Ranger-Sage.

The wife is Arhendhil who is a healthy Sinda Ranger/Sage with 9 body, but three prowess.

She is 5-mind and has 1 DI. But has +2 DI against Wood-elves, +1 DI against elves, and +4 DI against Legolas and Thranduil. This will let her control her son. Her special ability is tapping once per turn to give +1 to any corruption check by Legolas or Thranduil if in her company.

Aramacar has been recruited to slay the beasts of Mirkwood for he fears they will travel to Rhubar. He is a stoutly 5-mind Sinda of 5 prowess and 9 body. As a Warrior he will fight. He is also a Scout. He does not start the game, so he must be played at his home site. He hates orcs and undead (+1 prowess). He has +3 DI against Elves of Taur Romen that will be useful using his single DI.

Bladeorthin is a relative of Thranduil. He will start the game, but soon be discarded to keep him alive with his 7 body even though his prowess is 7. As a Warrior-Scout-Ranger he will support those weaker elves during movement. Only 3 DI against elves does he have to control characters. But he has +1 prowess against orcs and undead. So attack those sites early in the game. He can be used in Thranduil's place if that elf-lord is eliminated. Note your GI will be reduced by three from having Thranduil as your avatar. This character will also be in Cirdan's deck due to the elf having Edhellond as a home site. The purpose in the Shipwright's deck is for replacing eliminated of two in the list: Cirdor, Galdor, Tharudan.

Legolas will be in full form for this deck. His Diplomat skill is not useful, but his 2 DI and +2 DI against Wood-elves will be needed. His 5 prowess is needed to insult captive dwarves. His six mind might be an issue when playing under direct influence, but use his mother to play him.

Ohtar is a worthy Sinda from Celebannen, but has a home site of Thranduil's Halls too. His 4-mind is expensive and his Diplomat skill will be needed to influence factions. A +3 DI against Raft-elves will be essential. A four prowess is pleasant to see from this trade-master. His special ability uses Lock Nor Bar May Hinder, which is absent from the deck.

Lardin Aril's 4 mind is expensive just for his Sage skill. His home site of Lorien is near enough to get him back to Thranduil's Halls to site there playing Marvels Told. His 2 prowess and 8 body should keep him from moving. He can play Ancient Skill and Wisdom or Counterfeit on himself to make him a Man. These two abilities will not be used in the deck.

Heladil is a 3-mind Sinda. Stats of 3 prowess and 8 body are normal with his Warrior-Scout skills. His special abilities are +1 DI against Wood-elves and healing when discarding Greenwood the Great. This might be useful, but not thematically correct when he visits Mordor. His home site is any Refuge in Mirkwood.

Galion is another 3-mind elf, but is a Silvan. Just a Scout with 2 prowess and 8 body is a bit much for a character. Use him to take big strikes and tap using his special ability to shuffle Old Winyards from the discard pile.

Mallorn-Dweller will provide Scout skills and a high 9 body. His special ability is tapping to cancel an attack against his company keyed to single Wilderness. Only the starting company is expected to have multiples in play at one time. His elf-hold Wilderland home site is convenient for healing and discarding.

Three copies of Wood-elf are half of the Rangers. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack. This will help when visiting a site if Galadriel has played Nature's Revenge there.

Emissary of the House will use his Diplomat skill to influence factions. His seven body is a concern. He has 1 DI and +1 DI against hero factions. Rivendell is within one movement.

Shipwright is there as a Sage. Only three other Sages are in the deck. He starts the game with his low 7 body. Keep him in play until Lardin Aril is ready to be found at Lorien.

## COMPANIES



The starting company will be Bladeorthin, Mallorn, Emissary, Wood-elf and Shipwright. This company will play as many of the resources as possible before your avatar and Legolas are played. It is fine to attack a minion company with this company, and thus slow down your resource gathering. Bladeorthin will start with Trusted Counselor to free up GI. Emissary has +2 DI against hero factions with Elf-stone to control a 3 mind elf. All of your unique characters can be played very close to Woodland Realm.

They will start the game at Thranduil's Halls. You will have two main companies using 12 of your 17 points of GI. This is the limit of having free GI. Lord of Wood and Beast grants +2 GI. Starting items include Elven Rope, and Elf-stone. Warden of the Woodland Realm is the other stage card to start.

2 Bladeorthin	8/2/7/7	W/Sc/R	Trusted
1 Mallorn	3/0/2/9	W/Sc	
1 Wood-elf	3/0/3/8	W/R	rope
1 Emissary	3/1/3/7	W/D	elfstone, elfstone
1 Shipwright	3/0/3/7	W/Sa	

### #1 *Brotherhood of the Sword*

Brotherhood of the Sword will kill dragons and attack the orcs. This company has two rangers and one sage. Heladil wields Bow of Dragon-horn. Wood-elf can tap to cancel an Animal or Plant attack. Only a stage event is played on the avatar to limit corruption. Legolas as Prince of Mirkwood will join his father's company in the second deck. These three can join the next company to play large mission events.

Thranduil	9/8/7/9	W/R/Sa	1	Sd9	Hunting
Wood-elf	3/0/3/8	W/R	0	Sd3	
Heladil	3/0/3/8	W/Sc	2	Sd3	dragonhorn

### #2 *Brotherhood of the Bow*

Brotherhood of the Bow will play the mission cards and items. All have an Elven Cloak to use Cloaked by Darkness. Arhendhil will control Galion and Greenleaf with help from Elf-stone. She is a Trusted Counselor with 6 DI against Elves and 4 DI against Legolas. She has Elven Rope for Elven Bridge as part of her Ranger's Gear to reduce her corruption to zero. Galion is the Scout. This company also has two Rangers and one Sage.

Getting Trusted Counsellor on her will take time during the second deck. The second Elf-stone was included to allow this company to have Palm to Palm. Arhendhil can tap using A Friend or Three with her followers tapping to support (Palm to Palm) for a +5 for the attempt. Crept Along Carefully is on this company lowering the hazard to two. Now, the Cloaked by Darkness copies and multiple use of Many Turns of Doublings can leave this company with a 2 HL almost every turn for the last three quarters of the game.

<Palm to Palm>					
Arhendhil	3/10/3/9	R/Sa	0	Sd5	cloak, elfstone, rope, Gear, Trusted
Galion	4/0/2/8	Sc	1	Sv3	cloak
Greenleaf	5/0/4/8	W/Sc	1	Sd4	cloak

### #3 Oath-makers

The Oath-Makers will play the factions and easy items. Aramacar is a Scout with a good 7 prowess and high body of 9 with Great Bow of Yew. Aramacar is under general influencing allowing him to shuffle between companies. Lardin Aril will have Elf-stone and When You Know More to boost up influence attempts and controls Emissary. Emissary will have Gold Belt of Lorien to get +2 against hero factions.

Aramacar	5/1/7/9	W/Sc	2	Sd5	great bow	
Lardin Aril	4/3/2/8	Sa	1	No4	elfstone, More	
Emissary	3/2/3/7	W/D	1	no4	belt	[+2DI.factions]

### ITEMS

There are not many items in your deck (10) for a strategy to influence almost just as many factions. Excessive amount of hoard items was purposely avoided. None require movement to dangerous sites or regions.

Eight items are minor items. Elf-stone and Gold Belt of Lorien provide influence support for characters and/or factions. A second Elf-stone is included only because of Palm to Palm.

Gold Belt of Lorien will give +1 DI so to either control characters or to influence factions. This item is only one corruption points.

The cloaks will help with big attack of one strike, so you don't have to waste an event canceling the attack. Be careful of corruption build-up. Discard Elven Cloak when its bearer leaves play instead of transferring the item. There are three Elven Cloaks. You can fetch the item again with The Weavetress event.

Elven Rope allows a Ranger to tap allowing movement of one extra region. This will be done a few times per deck. This item is needed for Elven Bridge.

Use *Arrows Shorn of Ebony* to kill aHunt dragons. Only Warriors can use this item. Discard this item to modify a strike from a hazard creature attack not keyed to a site, such as aHunts, by -1 prowess and -2 body. This will help defeating the first strike. But if this first strike is defeated, then all subsequent failed strikes from the attack are automatically defeated.

There are two bows. Great Bow of Yew will help a Nando stay untapped. A warrior gains +2 prowess to a maximum of 9 if borne by a Nando or Silvan elf. Tap this weapon to allow bearer to remain untapped against a strike from an attack keyed to a region and does not choose defending characters.

Bow of Dragon-horn is a weapon and a hoard major item. A warrior can tap to reduce the number of strikes from a creature not keyed to a site by one. It has two corruption points. Merge this item with Sated Beast.

### FACTIONS

You have 9 factions to play. Races of these factions are: animals, elves, ent, and men. Those factions will likely require resource events for a chance to put in your pile. A Friend or Three will provide +2 to +4 to your attempts. Be warned that you have only three Diplomats, which is why New Friendship is not used. Emissary with the help of When You Know More will have a base +6 to faction influence. Others will have a base +4. Palm to Palm can give that one or two bonus. All but two of the factions are in the play deck. Each of the four animal factions is a dual faction. Refuge can be used as a site to play some of these factions. The non-unique animal factions can be played at tapped sites other than havens and dark-holds.

The **Beasts of the Wood** will aid with canceling attacks in Mirkwood. An attempt of 12 is needed. Its home site is in Mirkwood, Fangorn, and Cardolan. Refuge is an option.

**Great Falcons of Mirkwood** are useful but require a dangerous site for playing. It may be tapped to cancel an attack by a non-unique keyed to a region of Mirkwood (by name or single region type), but first needs an attempt of 10. It is played at Mountains of Mirkwood. That means you have two factions capable of canceling attacks on your elves during the move phase.

A **Panopoly of Wings** needs an attempt of 12. It is played in a Wilderness also a non-shadow-hold. Refuge is possible. This faction can be discarded Information to be played at its home site. Discard it at a Refuge while in Woodland Realm to play Hollow of The Left Breast. Greenwood the Great is such a card to need this faction.

**Wild Hounds** also need an attempt of 12. Its home site is a tapped Ruins/Lairs in a Wilderness. It can be discarded to cancel an AA at a Ruins or Lairs or attack keyed to Wilderness or Ruins or Lairs. Do this if in dire need, but also think about it before the first exhaustion.

**Ravens of Northern Rhovanion** need an attempt of 9 and a snail to play. Those with a home site of Dale or Lake-town can play this faction at any tap site in Northern Rhovanion. Tapping this faction grants +2 to influence attempt on any hero faction playable at sites in NR, SR, Iron Hills or Dorwinion. These will be the other Animal factions: Panolpy & Hounds.

Play the **Wood-elves** during the second deck. It needs an attempt of 9 (elf +1). Thranduil of Mirkwood should influence this faction.

**Raft Elves** is the other unique faction that needs an attempt of 10 (elf +2, Wood-elves +2, Men of Laketown +1).

**Elves of Taur Romen** is the third elf faction. It needs an attempt of 12 (elf +2). This faction taps to allow Galadhrim to be keyed to any Refuge site or its Wilderness region.

**Entwives** is an Ent faction needed to play an ally. Play this faction in Forrhun at a Ruins & Lair if the influence attempt is greater than 12 (Ents of Fangorn +4, ally +2, Wizards -5). You may reveal this faction during the movement/hazard phase to cancel the discarding of any Ent ally moving to a site where this faction is playable.

Lardin Aril and Emissary may move as a two-elf company when influencing. The attempts needing to influence the factions except Wood-elves include: 9, 9, 10, 10, 12, 12, 12,13. Each A Friend or Three is needed to influence the three Animal factions to auto the attempt. Two other attempts will be automatic with Emissary, Horn of Arnor, and When You Know More.

## ALLIES

An Ent is useful to you in union with Trees Have Ears. This will be Quickbeam – the hasty ent. He will be played by Arhendhil for greater effect of Trees Have Ears. You can move to Wellinghall in one turn from Woodland Realm. This Ent has strong 6/9 stats.

Wandlimb is a 3 mind and 2 MP Ent. Her 5 prowess and 10 body is similar to that of a giant. The Sage skill will be useful, but she is only playable at tapped or untapped sites where Entwives was brought into play. She also cannot be attacked by automatic-attacks or hazards keyed to the site. She must be in the same moving company as another Ent else she is discarded. Tap her to cancel the effects of a hazard environment that targets her company's current site or region.

## MISSIONS: GREENWOOD THE GREAT

There are three missions to make Mirkwood safer. Tower Destroyed is the first mission; it needs to be tokened once for Clean the Greenwood. You are not planning to token Tower Destroyed twice - just once for Clean the Greenwood requirements. Once you play Towers Destroyed at Thranduil's Halls the Enemy will know you are coming to Dol Guldur. You will travel to Dol Guldur before the others visit. Then quickly play Clean the Greenwood for its attack-reducing effect. Token Towers Destroyed during the third playdeck is possible if you have nothing else to do, and it appears possible to survive.

At Dol Guldur the company faces the first attack during the site phase of Orcs: 3s8p. The second token attack are Trolls: 2s9p. Third, Nazgul: 1s15p. Fourth, Fallen-maia: 1s20p. Then an avatar or warrior must tap afterwards.

**Clean the Greenwood** will be tried to be played at a Free-hold, such as Rhosgobel or a Refuge, for fast storing. It is a trophy. Its two attacks are tough, cannot be cancelled, and selected by opponent, but you can defeat them. So you will need more elves. The other copy of Clean the Greenwood will be played once drawn in the second playdeck. If stored, orc, troll, and fallen-maia attacks against hero companies at or moving to Mirkwood have prowess and strikes reduced by one. Be aware that the reduction effect of Clean the Greenwood affects future copies of itself and Towers Destroyed. Sarn Goriwing is an optional site.

**When You Know More** is a zero corruption source to grant +2 to your influence attempts. It is a Light Enchantment playable only on a Sage. This event is crucial to influence the Animal factions.

**Greenwood the Great** is not exactly a mission card, but it is Information. It is played on a character after the play of a faction in Mirkwood. Later, this card can be discarded to fetch a character or resource from the discard pile only playable in Mirkwood. Else discard this card when in combat in Mirkwood to untap all unwounded characters in the company and give them +1 prowess that turn. Use the first ability during the first two decks for fetching an elf faction, Heladil, or a Legolas manifestation. The third deck will be for combat.

**The Road to the West** can give a safe 4 MPs with a nice benefit. But you need to play Refuge in four different territories. Once you do that all your elves gain +1 to corruption checks. Three sites will be simple: Wilderland, Northern Waste, Great Central Plains. Eriador will likely be the other.

**Hollow of the Left Breast** is the key to kill a Dragon-lord. Have one an elf just when to combat the dragon since this resource carries one corruption point. It is Information and Stolen Knowledge playable at a site in the same or adjacent region of a Dragon's Den. Now, the event can be discarded during combat to make one body check of a Dragon to be successful. Dark Enchantment will discard this card.

## MIRKWOOD AND HAVENS

Almost all of your movement will be in or adjacent to Woodland Realm. There are three skill resources types: W-R-Sa = skills of the avatar. Movement will be 80% Wilderness. Anduin Vales and Dorwinion are the only Border-lands that needs to be faired for playing the ent ally or a faction. Shadow-lands is only found in the Narrows. Southern Mirkwood is a Dark-Domain. Many resource events provide means to limit damaged from hazards if the hazards are known.

**Master of Wood, Water and Hill** has a Sage tap for the Ritual to change a region type. Either a Wilderness to a Border-land or Shadow-land, a Border-land to a Wilderness, Shadow-land to a Wilderness.

**Say Friend and Enter** is another Ritual. You tap a sage at the end of the movement/hazard phase to cancel any ongoing hazard effect that would cause his company to do nothing during the site phase. Spawn may spew malicious darkness your way.

Events such as **Elf-Path** costs an elf to tap limits creatures keyed to sites when moving one or two regions none a Shadow-land or Dark-Domain. This can avoid territory creatures in Anduin Vales or in Mirkwood. Fog can increase this to the Narrows. This resource can be fetched by a stage resource. It should be used at least 3x in the game.

**Elven Bridge** is another long-eared foot traffic option. The company must have an Elf bearing Elven Rope. No tapping is done. A region other than a Coastal Sea or Dark-Domain or region with multiple symbols is not in the site path for the purpose of playing hazards and interpreting

hazard events. This can avoid dragons affecting Woodland Realm. Fog can increase this to Southern Mirkwood, which is played by Lady Galadriel.

Low prowess characters will eventually be wounded with many fighting and avoidance resources. **Healing Song** is a Song playable on an Elf if an entity is wounded in the company. Target Elf makes a corruption check modified by Environments in play. Next turn, heal one Elf in the company at the start of the phase that it was played. Nando and Silvan targets can heal any character or ally. Play this on a non-unique elf in case the corruption discards. Three copies are in the deck showing how often your Elves will be wounded.

**Block** is ideal for all the Warriors in the deck. The target does not tap against a strike unless wounded. Use this on a character that needs to tap later in the turn. The resource can be fetched every turn by a stage resource.

You can also reduce the hazard limit using **Many Turns or Doublings** by canceling attacks. A stage resource fetches this event. Two Ruins you expect to visit has one of these types. However, you expect to visit the Narrows, which is a Shadow-land.

Dragons will be common over the canopy. **Sated Beasts** will remove a Dragon Ahunt hazard. Doors of Night decreases the number of strikes from a Dragon or Drake attack by one. This can make Scatha a Hunt three instead of four strikes. Additionally, the event will allow an At Home Dragon manifestation attack to be faced if the Lair is entered. Use the Bow of Dragon-horn to reduce it by two strikes.

**Cloaked By Darkness** is allowed through The Weavetress stage event. Tap that permanent-event to shuffle one copy of the short-event from sideboard to the playdeck. You can use the short-event if every character has an Elven or Shadow Cloak to lower the hazard limit by one.

Your animal factions can also cancel attacks. **Marvels Told** is an option for a Sage to remove hazard events transforming Wilderland into a Land of Gloom.

**Refuge** is played by discarding an elf from hand at the end of the organization phase. The last region must be a Wilderness. This resource becomes a free-hold and provides healing as a haven. It can be fetched by Warden of the Woodland Realm. Of 15 elves in the deck nine will be in play at one time. A character should be drawn every two turns during the second deck. A stage resource will fetch non-unique elves to have this card played. You may have to use a Game Point to select Elven Hand-maid. Refuge is important to provide untap sites in Mirkwood to play factions including A Panoply of Wings and Beasts of the Wood. Clean the Greenwood can also be played at a Refuge. This event is great to avoid Woodland Realm with prowling dragons. Also, Refuge is an alternative healing site avoiding 1 SP from the Lordhaven.

**Ranger's Gear** is a permanent-event played on a Ranger or Scout. Now any minor item with the race in the name or text give zero corruption. But this event is discarded if the target does not try to move.

**Palm to Palm** is a permanent-event protecting a main character from corruption hazards or to aid n influence attempts. The event is played on a company without an avatar. The cost is raising by one the mind of all characters and allies in that company. Now, each character can tap to support giving +1 to an influence attempt or to remove a corruption card. The event is discarded when any playdeck is exhausted, an avatar joins the company, or any characters splits off into another company. Refuge will allow you to avoid the avatar and you can send one character to Heart of His Halls to discard this event. The bonus to influence helps with the high rolls needed for the animal factions.

**Crept Along Carefully** should be played on Arhendhil's company. It restricts the company to three regions maximum and the hazard limit is reduced by one to a minimum of two. Discarding this card gives a chance to cancel combat with two Rangers already in the company. Joining with Thranduil of Mirkwood gives four Rangers.



**Senses More Keen Than Most** is a permanent-event. Any Animal or Wolf faction may tap during your turn forcing opponent to choose either: reveal one Environment card from hand or play none that turn. Radagast has two Eagle factions.

## AGENTS

None

## GATES OF MORNING

You have two copies of **Gates of Morning**. Protect Gates with Twilight. You have some cards directly using Gates of Morning or indirectly.

Dark Quarrels halves the number of strikes of attacks. This helps when you have Forewarned is Forearmed nullifying one attack at a site.

Since you're in dragon-country, Sated Beast will discard Ahunt events. This may prove deadly for minions going to play the Roused dragon of an Ahunt dragon. Keep in mind the strike reducing effect of Sated Beast requires Doors of Night.

**Sun Unveiled** discards hazards on your heroes at Free-holds and untaps him too. This is excellent for the those staying at Rhosgobel. This player visits six free-holds excluding Refuge sites. Celebannon is an easy site to visit just for this resource.

Master of Wood, Water, Hill can then have Southern Mirkwood be a Wilderness. Elven Bridge and Elf-path have expanded region names.

## STAGE RESOURCES

You have seven stage resources. At most this avatar will have 12 SP. During the White Council it will be low as 6 SP.

**Trusted Counselor** will provide for GI and grant DI to the bearer. This event is expected to always be in play. Discard it if so many characters are eliminating freeing general influence.

**Prince of Mirkwood** is useful for Legolas. It has a nice fetching bonus. These two stage resources and Thranduil's Halls have a total of 5 SP.

**Wardens of the Woodland Realm** allow you to tap and cancel attacks in Mirkwood if you discard a creature playable there. Only Thranduil's Folk is in your deck. It has a nice fetching ability too. Discard this stage resource when the White Council is called. Else you can tap this event to fetch Elf-Path or Refuge during the END-OF-TURN phase.

**The Weavetress** is 1 SP allowing a female character at an Elf-hold to tap and place an Elven Cloak or Shadow Cloak from sideboard or discard pile with a character in the company. You can discard this event once your shuffle all three copies of Cloaked By Darkness.

**The Trees Have Ears** is a great resource that allows you to know what is in your opponent's hand. This will grant full MP on ent allies, which is nice. But the ability you want is when an opponent's company moves through a region containing a site where avatar or one of your Ent allies is located or region adjacent, you may look at two random cards from his hand for each Wilderness in that company's site path. With Thranduil staying in Mirkwood and Quickbeam in the other company, you should be viewing many cards. Discard this stage resource during the White Council. The event is only good when you are facing the Wilderland Division. The Northern Waste Division only has Smaug the Golden next door. Peeking cards will allow you maximize Elf-path and Elven Bridge. Entwines will be in Forrhun. Thus, Lotan, Dyr, Lhugdalf, Talath Oiohelka, Withered Hearth, Iron Hills, Northern Rhovanion, Dorwinion, Taur Romen, and Harrhun are adjacent.

Your only stage resource that boosts your MP is **Lord of Wood and Beast**. This will give you

four more faction MP: one for each animal faction with the three different factions placed with this stage resource. It carries 2 SP.

**The King's Hunting** is the only stage resource with corruption to be played on the avatar. A single corruption point allows tapping the event to fetch a Warrior resource or a non-unique elf. Also, Clean the Greenwood gives full MPs. Block will help the avatar and Legolas stay untap so to face further attacks later in the turn. Fetching a character can get you a Silvan elf in play using Bow of Yew. You might want to discard this event on Turn 22 or later to be rid of the 2 SP.

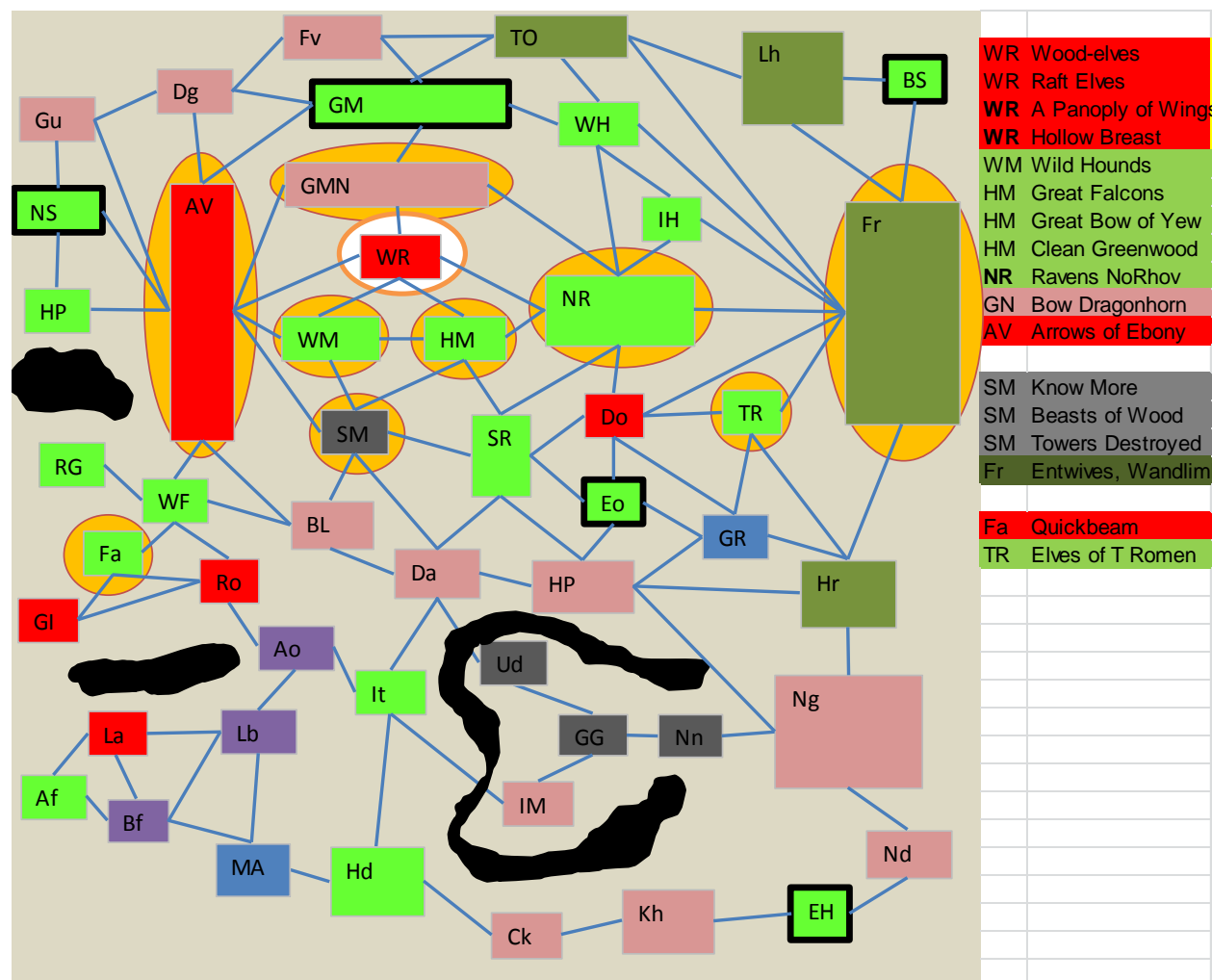
## DRAGONS

Scatha (4-13/8), Bairanax (3-12/6), and Leucaruth (3-14/7) all are playable in Woodland Realm if Doors of Night is in play. Scatha Ahunt does not need Doors of Night. Only Bairanax of these three dragon Ahunts chooses defending characters. This means that Bow of Dragon-horn, Sated Beast, and Arrows Shorn of Ebony need to be used.

The bow and event will reduce Bairanax and Leucaruth to a single strike. Use the arrows to modify the first strike's body by -2.

Below is the strike sequence if Bow of Dragon-horn is tapped, and Arrows Shorn of Ebony are discarded. Assume Doors of Night is in play and Sated Beast is played.

Bairanax 1s11p4b  
Leucaruth 1s13p5b



Woodland Realm	F	Thranduil's Halls	thranduil	.	
Woodland Realm	F	Celebannon	thranduil	.	
Grey Mountain Nar	L	Gondmaeglom	thranduil	Dragon	
Anduin Vales	R	Framsburg	thranduil	.	
Western Mirkwood	R	Caraas Amarth	thranduil	Traps	
Heart of Mirkwood	R	Cor Angaladh	thranduil	Undead, /	
Heart of Mirkwood	R	Mountains of Mirkwood	thranduil	Spiders	
Heart of Mirkwood	S	Sarn Goriwing	thranduil	Orcs	
Southern Mirkwood	F	Ceber Fanuin	thranduil	Elves	
Southern Mirkwood	D	Dol Guldur	radagast, galadriel, thranduil	Orcs	
Southern Mirkwood	F	Rhosgobel	radagast, thranduil	.	
Wold & Foothills	H	Lorien	gandalf, radagast, galadriel, thranduil	.	
Fangorn	F	Wellinghall	radagast, thranduil, theoden	.	
Forrhun	B	Logath Camp	thranduil	Men	
Taur Romen	H	Rhûbar	alatar, thranduil, dain	.	



## SITES

Most of your sites are in Mirkwood. 15 sites will be visited and the lowest of all hero players, but the sites for The Road to the West are not included. Nine sites are in Mirkwood. Only Taur Romen, Forrhun, Wold & Foothills, Southern Mirkwood, and Fangorn are more than two regions from Woodland Realm holding seven sites. Anduin Vales, Narrows, and Southern Mirkwood will be the only non-Wilderness regions for you.

Five sites are shared. The two Wizardhavens, Rhosgobel, Wellinghall, and Dol Guldur are shared. Four of these sites will also find Radagast.

Automatic-attack types include orcs (2), traps, elf, men, undead, dragon, and spiders. You will not be visiting Free-Domains. You will visit each site type, which only three other hero players will do. One site is hidden, two contain hoards, two are ancient dwarf-ruins, four are port on rivers, and two Ancient dwarf-ruins.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
2	5	1	4	1	1	1	15

Two havens and five Free-holds are to be tapped. Woodland Realm has two elf factions at elf-holds. Neither has an automatic-attack. **Wellinghall** has an Ent ally with no automatic-attack. Theoden King and Radagast may be there too. **Taur Romen** has another elf faction with no automatic-attack. Alatar and Lord Dain have reasons to visit here. Southern Mirkwood is where you will play Beasts of the Wood at **Rhosgobel**. Heal the next turn there. Find Radagast there. **Ceber Fanuin** with its elf attack has Information When You Know More. Do not worry since a minion must tap an elf to reveal the site. A character and Gold Belt of **Lorien** are found at Lorien, which Gandalf, Radagast, and Lady Galadriel are there.

Use Refuge in Woodland Realm to play A Panoply of Wings. Refuge's other use is to be adjacent to Southern Mirkwood before playing Towers Destroyed. Refuge can also be the site for Clean the Greenwood. Discard A Panoply of Wings at a Refuge in Woodland Realm to play Hollow of The Left Breast.

Moving through Northern Rhovanion will be perilous, but that region an Animal faction that will be found at a Refuge in the region. The only Border-hold to visit is **Logath Camp** in Forrhun is where you will play Entwines and Wandlimb. There is a weak Men detainment attack with 5 prowess.

Heart of Mirkwood has your two Ruins **Cor Angaladh** with undead to play Great Bow of Yew and **Mountains of Mirkwood** with the nesting Great Falcons above the spiders. **Caras Amarth** in Heart of Mirkwood has Wild Hounds. Play a minor hoard item, Arrows Shorn of Ebony, at **Framsburg**.

Only Scatha's Den at **Gondmaeglom** is where you will visit in the Narrows. Play Bow of Dragon-horn there.

**Sarn Goriwing** has Clean the Greatwood. Leave Sarn Goriwing untapped – allow Radagast to tap it.

**Dol Guldur** is at the Naked Hill. Visit there using all your might when you select Towers Destroyed as a Game Point card. Lady Galadriel and Radagast will also visit.

## HEROS

Radagast will be near you in Anduin Vales and Western Mirkwood. Protect him from minions. You might see Galadriel or Lord Thrain on rare occasions. Play Clean the Greatwood near the end of your first deck. This is when Lady Galadriel will play Fate of the Ithel-stone, when Radagast will play Pass the Doors of Dol Guldur and Lord Thrain will head to Sulfur-deeps. All this commotion will distract the sentries of Dol Guldur.

The elf-king will guard Woodland Realm, Grey Mountain Narrows, Western and Heart of

Mirkwood. Northern Rhovanion will be watched for vulnerable minions of a dragon while the dragon is away.

## FACTION WAR

With so many factions to play you may have to marshal them. Herald of Gil-galad is the only MEFN card. The event is played on an Elf leader. Now, elf factions can use region movement to move to the leader's region. This means that the leader must move to Northern Rhovanion for Elves of Taur Romen to move. Only three of your factions will battle. Move these factions to Woodland Realm. Raft-Elves are the weakest. Standing in that region allows defense from two of your factions. Battle with the Wood-elves if possible so to use their high 10 prowess and avoiding discarding by an agent.

## SCATHA THE WORM AND MINIONS

Your main opponent is the Mouth. He will have a large company of orcs terrorizing Mirkwood. Their mission is to make Mirkwood unwelcomed, including Woodland Realm. They want to prevent passage through Mirkwood. You cannot let this happen. You need to let Thorin pass from Lorien to Iron Hills. Expect a lot of fighting with the orcs.

Give Aramacar with Great Bow of yew has 7 prowess and **Hollow of The Left Breast** for three corruption points. Block will allow him to have 7 prowess on two strikes against Scatha the Worm. One body check of the avatar will be failed.

You will see the Necromancer's minions in Southern Mirkwood and Khamûl's sorcerers attacking elves. Smaug the Golden may send some of his minions west into Mirkwood. Your northern border has the Grey Mountain Narrows. Bolg has assembled a great army of orcs. He has his sights on the Anduin Vales. He will be your threat from the West. Felagrog is not expected to bother the Elf-Lord.

## The ONE RING

Thranduil has no gold ring resources. However, the Enemy is looking for the One to the West of Mirkwood. It is Thranduil's responsibility to attack any minion with a gold ring item in Mirkwood. Protect any hobbits that cross into your Realm.

## MARSHALLING POINTS

- C=8 You have two elves of 2-MP and eight elves of 1-MP. There is the 3 MP elf, but he will be not be played unless Thranduil dies or most of your elves die.
- I=2 There are many items, but not many worth MP. You have two weapons that yield MP.
- F=13 Factions are the bulk of your MP. Your Elf factions are worth full MP. Your animal factions are each worth 2 MP from the play of Lord of Wood and Beast. Great Falcons of Mirkwood will not be placed under this resource; you might need them to battle. Men of Lake-town will be a contested faction with Smaug. This faction is a gamble.
- A=1 Quickbeam is your only ally. M=1
- M=3 When I Know More is a simple MP. Clean the Greenwood is not. This resource will mostly be played in the second playdeck. You need to store it for the bonus.
- K=5 *This is not a small number. The number of combat and canceller resources should given these elves an edge to gain 1 Kill MP once every four turns.*

The Road to the West. Clean the Greenwood can gain 2 MP for this player played in the safety of a Refuge. The attack reduction can also help stay untap when moving to CvCC late in the Avatar Game. Elven Handmaid will be sent to the discard pile during the later turns. Then the

non-unique character can be fetched with a stage event along with Refuge.

## PLAYDECK MANAGEMENT

Moving 27 resources will be a challenge, especially for many useful events needed for the first deck. Longbottom Leaf is not vital for this player; it will bring four resources directly into the playdeck with nobody tapping during the first deck. Six resources will be shuffled using The Weavetress. Other stage events can shuffle or grab more cards.

Elf-Path, Refuge, Block, and Many Turns and Doublings will be fetched by your stage events. There is flexibility in the resources managed by Longbottom Leaf and Smoke Rings.

This avatar has 54 resource events. Five are either Smoke Rings or Longbottom Leafs. Another 26 are either recyclable or permanent-events. There are a good amount of cards to use for on-guard due to non-playability. The decks should be played faster than the previous deck. Do not deplete the sideboard of hazards too soon since you need to place resources in the sideboard for later fetching from the discard pile.

### 1<sup>ST</sup> DECK

All the 22 table resources that need to be played will not be possible during any deck cycle. But do get into play eight of them. Move around playing these table cards while getting the recycling cards on the table including The King's Hunting.

Get all the non-faction cards in play, which start in the playdeck. Four items are important for use so get them into play when drawn.

Play at least one of the Animal factions that cancels attacks. Doing so aids when moving to Southern Mirkwood. When You Know More will be shuffled using LBL. Get it on Arhendhil, or Lardin Aril otherwise. The +2 bonus is essential.

Be careful moving to the Narrows when facing the Northern Waste Division. Expect 2-3 eliminated characters during this deck due to low prowess characters without the girdle of canceling tricks on the table. Losing two Sages will be a dent for this player. Exhaust on Turn 8 or Turn 9.

The quantity of cards shuffled into the first deck can be very high ~ 15. The avatar taps 3x to place 15 cards into the sideboard. LBL will shuffle 4x. When You Know More and Prince of Mirkwood are in the second tub of leaf. This gives time for Arhendhil and Greenleaf to be in play.

Smoke Rings shuffles Elves of Taur Romen. Move many elves to Rhubar using A Friend or Three to get this faction in play. The use of Refuge and Galadhrim can send an overt company back to Dol Guldur with less treasure. Use the other Smoke Rings to shuffle A Friend or Three and Gates of Morning. Begin to shuffle Cloaked By Darkness on Turn 5.

An Unexpected Outpost shuffles Cruel Claw Perceived, Failed Leadership, Forgot His Orders. These three should be easily played with avatars and leaders available for targeting. Use Doors of Night to shuffle other hazards that are quick to play like Spiders Huge and Horrible.

### First Exhaustion

Remove from the sideboard 5 hazards that will have an impact after many turns in the books: Galadhrim x2, The Reek x3.

Place these resources in the sideboard, which are fetchable.: Block, Refuge, Cloaked By Darkness x3

### 2nd DECK

A visit to Dol Guldur should be at hand. Go there to token Towers Destroyed no later than Turn 11. After the healing play the rest of the factions and other resources. An Animal faction are expected to be played during the third deck. Play and store Clean the Greenwood. Two store copies will make Mirkwood safer during the Power Deck. Exhaust on Turn 16.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. These include Trusted Counsellor, Wood-elves, and unique characters. Else shuffle Gates of Morning and Marvels Told.

An Unexpected Outpost shuffles Nature's Revenge x3. The event may not be used with the lack of visited applicable sites, but this is acceptable. Use Doors of Night to shuffle other hazards that are quick to play like Full of Froth and Rage and Devouring Wyrms. Do not deplete the sideboard of hazards too soon.

### Second Exhaustion

Remove from the sideboard 4 hazards that will have an impact after many turns in the books: Elven Custody x3, Burdensome Commands.

Place these resources in the sideboard, which are fetchable: Block, Elf-path, Refuge, A Friend or Three. The logic of not adding a non-unique character is that Elven Handmaid is expected to be there from a Game Point selection.

You will definitely exhaust again on Turn 23 or Turn 24. This means you may place a different resource in the sideboard ready to be shuffle at the opportune moment for drawing. If a Wood-elf is in the discard pile, then put him in the sideboard for fast fetching and use of Well Aimed if needed.

### 3rd DECK

Get everything else on the table or in the MP pile. Likely you will tap the avatar to shuffle the other Game Point selection – Clean the Greenwood. Play and store that too. Use Greenwood the Great for combat when minions are vulnerable. You will need a large company of untapped elves for the combat.

Smoke Rings is expected to shuffle tables that were discarded by hazards. These include Trusted Counsellor, Wood-elves, and unique characters. Shuffle A Friend or Three from the sideboard to be ready for the Council corruption checks.

An Unexpected Outpost shuffles the leader events. Punish companies with leaders reducing free general influence and size. Now, you can CvCC while Lady Galadriel users her hazards.

3	Elven Cloak	weave		
1	Wandlimb		dp111	
1	Woodelves		dp112	
3	Elves of Taur Romen		dp113	
1	Clean the Greenwood		dp114	
1	When You Know More	Leaf1		
1	Hollowed of The Left Breast			dp211
3	Cloaked by Darkness	weave		
2	Master of WWH		dp121, dp122	
2	Healing Songs		dp123, dp124	
1	Refuge		dp115	
2	Elfpath		dp131,dp132	
1	Ranger's Gear		dp125	
1	Greenwood the Great		dp133	
1	Longbottom Leaf	Leaf1		
1	Herald of Gil-galad		dp134	
1	Lord of Wood and Beast	Leaf2		
1	The Trees Have Ears		dp135	
1	Prince of Mirkwood	Leaf2		
26 resources				
E1	Block			dp224
E1	Cloaked By Darkness			
E1	Refuge			
E1	Cloaked By Darkness			
E1	Cloaked By Darkness			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	-	-	-	-		
SB to DP	15	+3	3	+1		
Smoke	1	0	-	-		
Leaf	6	-	-	x		
avatar card	-	-3	-	-3		
weave	6	-				

*The elf-king needs to tap 0x during the first deck.*

## HAZARD

You are playing a hazard deck kill minions with spiders, capture minions with elves, and attack trouble the leaders. A third of the hazard events are quick to play. There are 10 events to support spider creatures.

## CREATURES

You have 19 creatures/20 cards in the deck. This is a web-weaving spider theme. Most creatures are only good for Mirkwood companies.

There are 12 non-unique spiders with some boosting hazards and few playability helpers. A event is in the deck letting you discard a spider creature to deletes a company's site phase. Use a hazard to make a spider creature detainment so to keep it alive for the Warlord Phase.

King Spider is also traps with a mild 8 prowess. It is a bit common in Double Wilderness, Shadow-lands, and Ruins. The number of strikes assigned are based on chance with a minimum of zero to a maximum to equal the number of characters in the company. The good thing about this creature has its attacks and strikes non-cancellable by general card effects, but a scout can tap a cancel he is facing. This creature will be played 1/1. Expect all to be killed.

Giant Spiders are the power-horse of spiders. It has just two strikes with 10 prowess playable in Double Wilderness. All characters are considered orcs if wounded by that a body check equals his body is discarded. It can be keyed to Mirkwood, its Ruins, Shadow-holds, and Dark-holds in these regions. This creature will not survive against a strong overt company. This creature will be played 2/3 and at least one will be killed.

Lesser Spiders is weaker at four strikes with 7 prowess. These guys need enhancement. It is easier to play keyable to Wilderness, Shadow-land, and Ruins. Do not get more than one copy killed in the first deck; you might have to discard it to keep it alive. This creature will be played 2/3 and at least two will be killed.

Shelob Brood is a bit stronger at 8 prowess and four strikes. But it is only playable at Under-deep sites and surface sites. This will likely be useful against Felagrog, but his minions will be strong by the time Turn 17 starts that will have that balrog as a hazard opponent. Do not expect to play this creature until the Warlord Phase. Use it with the Reek.

~~— Elf lord Revealed in Wrath will punish one character moving through Double Wilderness. This is likely not someone from Dol Guldur though since it is in a Dark Domain.~~

Thranduil's Folk is the compensation of that powerful elf creature. Mirkwood, Northern Rhovanion, and Grey Mountain Narrows will face this creature of 10 prowess and 6 body. Expect to tap minions with this creature. Use Elven Custody on this creature. Use the creature during the first deck with a stage event to cancel an attack. Otherwise play it 1/2. Expect one to be killed against a small, tough company.

Galadhrim can be vicious, but is limited to regions containing a hero haven and to non-haven sites in those regions. It will be limited to some minion players. It has three strikes with 11 prowess and 7 body. It might wound one. Those wounded by this creature must discard all items he bears. Hold this creature for two turns then discard if not played. Expect the play of this creature to be 1/2. A faction allows this creature to be keyed to the Wilderness region of a Refuge site.

Bairanax aHunt is included for killing and bothering minions. It is 3s12p6b Gundabad, Anduin Vales, Grey Mountain Narrows, and Withered Hearth normally receive attacks. Doors of Night expands the range to Northern & Southern Rhovanion, Iron Hills, and

Angmar. It does choose characters for his strikes, so be careful how this affects weak hero characters. Expect to use Sated Beast to either kill the card or to discard it. Using Sated Beast with Pits of Angband reduces the creature against one character to 1s11p5b.

## Creatures

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

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

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3	Woodland Realm	Thranduil
3	Heart of Mirkwood	Thranduil
3	Western Mirkwood	Thranduil
-	Southern Mirkwood	
3	Northern Rhovanion	Thranduil
3	Grey Mountain Narrows	Thranduil



### *Hazard EVENTS*

The hazard theme is using spiders as creature attacks forcing tapping of characters or using events to burden characters through corruption or from leadership. The Wilderland Division has many of the region types limiting keying creatures to multiple regions. These hazards will hassle minions in Wilderland and against all other minion players. Expect the play of these hazards to be 2 played every 3 drawn or 2/3 for the entire 24 turns.

#### Base cards-0

There are no Environment hazards to be affected by Gates or Doors.

#### Check/Corruption-7

Burdensome Commands lowers the stats for the target, which will make him tap to discard. His mind is reduced by two, prowess by one, and direct influence by one on a character that has a mustering card in play. The hazard is discarded when affected by healing. Try to play it on a minion that must have a high mind including those with spawn allies. The target might be allowed to become wounded just to discard this card. This card is expected to bother the Wilderland minion players during the Warlord Phase and maybe against the players faced immediately before that time.

Failed Leadership is stage hazard played on a leader. This prevents command cards to be played on the leader and any roll for such a card is modified by -3. Also, GI usable only to defend against influence attempts is reduced to zero. This means that if a dual faction controlled by the Wilderland minions has a better chance to be lost by the minions. You may be able to influence away a non-unique Animal faction.

Brutal Commands targets a leader giving him +1 SP, which may not be a good thing for you. The target character if played a command card or rolls for such a card on him forces a body check for another in his company. This can discard a character that is another leader. Anyone using Call to Arms may pay a price.

Slip Treacherously is a short-event that taps all items. Some items force a corruption when the item is tapped. Your Bow of Yews will be tapped so hope that you do not need to use the items during CvCC. Items elsewhere in your Division will be tapped to start the site phase.

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

#### Main Theme: Enhance-8

Two or Three Tribes Present allows multiple creatures of the same type to only cost one against the hazard limit. But the target company must be moving with two Wilderness, a Shadow-land, or Dark-Domain the site path.

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

Full of Froth and Rage will enhance spider and animal prowess. Not many of these creatures are expected to be played by Minion Wilderland players.

Flies and Spiders is the prisoner hazard for spiders. A successful strike takes the prisoner to a Ruins & Lairs. Then the prisoner makes a body check each Untap phase, but has a chance to

escape on his own. The Rescue-attack is Spiders of 3 strikes at 9 prowess. FoFaR turns it into 3 strikes at 11 prowess.

### Support Theme: Roadblock-10

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

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

Dragon's Sleep risks the Dragon to return to his site of origin if moving away from one of his dens. You can use this card to keep safe from a Dragon-lord if you moved near to its reach such as Ovir Hollow.

Elven Custody is the elf prisoner hazard. You should be able to take one captive every deck. With the nasty AA of elf-holds rescue is unlikely. The condition of release is likely if the captive is valued resulting in the tapping to support the release.

The Watchful Peace is a Long-event. Each play may shuffle one Maia hazard permanent-event during the end-of-turn phase. No hero player in the division has such an event. 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 Dwarven War Party and Lord of the Eagles.

### Support Cards-3

Devouring Wyrms is a faction hazard scaring movement of factions through hunting regions of A Hunt dragons. The dragon hazard will not be eliminated in a defeat – just discarded. This hazard will hinder minion factions coming from Angmar or moving through Arthedain.

Pit Trap is specific to sites, but these sites are near your Halls. It is played on-guard on an Ancient-Dwarf hold site or a site with an Orc attack or Trap attack. Those moving in Grey Mountains, Narrows, Withered Heath or near the Illuin Mountains are threatened by this hazard. Scouts and Rangers lower the chances of this attack being faced. Failure results in a Trap single strike attack of 12 prowess. More than 80 (20%) hero sites may have a Pit Trap. Sites close to you include Deep Cleft, Goblin-gate, Moria, Sarn Goriwing, and Gondmaeglom.

Unabated in Malice will modify an automatic-attack for fury and nullifies the cancelling of an automatic. It is a short-event. The hazard can also be played on an attack from Shelob. The hazard does not count against the hazard limit. The attack receives +1 strike, +1 prowess, and -2 body.

Chill Them with Fear modifies attacks from Elf, Dunedain, Dwarf, or Hobbits attacks by +1 strikes and +1 prowess. Absence of Doors of Night changes those to +2. There are six elf creatures in your division and you have three dwarf creatures. Make Dwarven WarParty 5 strikes, 13 prowess and 6 body using Naugrim. Scatha ahunt is 4s13p8b

### Cycle-3

An Unexpected Outpost will recycle the most useful hazard events

Aryen is a mid-mind Sc/R Man. His agent ability allows one non-unique Animal, Spider, or Wolf hazard creature to be played keyed to his current Border-hold or Ruins, but the creature must be keyed to a non-Coastal Sea region. Aryen will stay in Mirkwood bothering that Division, but have him bother the Mordor Division too. He can trouble the Dragon-Lords as well. Move him into the Wilderness regions on the western slopes of the Misty Mountains after Turn 16.

**Lesser Minds Daunted** is an offering attempt that has the potential to cancel a creature attack and divert it to another company in the same or adjacent region. Another company must be in another site in the same region or adjacent region. A roll is made adding a tapping Diplomat's unused DI. Against Hobbits/Orcs/Men/Slayer-8, Elves/Dunedin/Dwarves/Giants/Trolls-9, Drakes/Dragons-10.

TURN01, vs. Dwar

**MOVE**

Gorfaur, -sl-w-w,ruins.

HL3+1 (GtWR) Thranduil plays Chill Them With Fear

HL3, Thranduil plays Devouring Wyrms

HL2, Thranduil keys King-spider to RL. Calls odds. Spider.trap.1s8p,all. Grunt and Tracker.

Grunt, 2p+10sroll=12, fail,defeat.

Tracker, 3p+9sroll=12,fail,defeat. Grunt Trophy.

HL1, Thranduil uses OG Darkness Made By Malice

Ufkral, -sl-dd-dd,dh.

HL3+1 (GtWR), Thranduil plays Outpost to shuffle The Reek.

HL3, Thranduil uses OG Bairanax Ahunt

HL1, Galadriel plays Outpost to shuffle Curse Him Root and Branch

TURN01, vs. Uvatha

**MOVE**

Ulrac, -sl-dd-dd,sh

HL4, Thrain plays An Unexpected Outpost shuffles Exhalation of Decay.

HL3, Thrain uses King's Judge as OG.

HL2, Thranduil plays Full of Froth and Rage (has King Spider and Flies and Spiders in hand)

## TURN01, Thranduil's Halls.thranduil, U

U	Bladeorthis	8	2	7	7	Sinda	W	Sc	R			0	Trusted Counsellor	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				0		
U	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope	
U	Emissary of the House	3	1	2	8	noldo	W				D	2	Elf-Stone	Elf-Stone
U	Shipwright	3	0	3	7	Sinda	W			Sa		0		

arrows shorn of ebony	Quickbeam			
Block		The Sun Unveiled		
Flies and Spiders		Thranduil's Folk		
King-spider		0		
0		0		
Turn: 1	Hand: 8	MP: 7	SP: 4	PD: 80
Dwar	Uvatha	Ren	Hoarmura	SCATHA

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home

, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins, Wrath of the Olvar, Chill Them With Fear

## UNTAP

**ORG** {go to Wellinghall with that event in hand too}

Bladeorthis, Dweller, Wood-elf move to Wellinghall.

Emissary,Shipwright stay.

## MOVE

Emissary, -, haven.pL

HL2, Dwar plays It stinks.

HL1, Dwar uses OG Lost in Border-lands

Bladeorthis, -w-bl-w-w,fh

HL3, Dwar keys Galadhrim to Wold & Foothills. Elf.3s11p.7b,det + CTWF = 5s13p7b

Bladeorthis, 7p-2e+6sroll=11,taps

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

Woodelf,3p-3x+6sroll=6,taps

HL2, Dwar plays agent face-down: Baugur.

HL1, Dwar uses OG: Stout Men of Gondor

Shipwright taps to play Marvels Told to target Balrog of Moria,

Emissary support, -2.res+1.sup+croll=auto

## END

Dwar uses Master of the House to fetch Galadhrim.

## MOVE.2-Uvatha

Chill Them With Fear discarded.

Ulrac, -dd-sl-sl,sh

HL4-2, Thanduril keys King-spider to SL. Spider.traps,all.8p.

Roll=6. Look at random number on card: Pon Opar, Horseman. Jehn Remak.

Well-Aimed in hand; not useable.

Pon Opar,  $5p+3s_{roll}=8$ ,ineff

Flies of Spiders played on strike. Bow of Yew tapped for Jehn Remak.

Jehn Remak,  $3p+2.bow+9s_{roll}=14$ ,defeat

Horseman.  $3p+7s_{roll}=10$ ,defeat.

TURN02-3.2 {play ally, avatar}

@ Wellinghall, U

T	Bladeorthin	8	6	7	7	Sinda	W	Sc	R			0	Trusted Counsellor	
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc				0		
T	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope	

@ T.halls, U

T	Emissary of the House	3	1	2	8	noldo	W				D	2	Elf-Stone	Elf-Stone
T	Shipwright	3	0	3	7	Sinda	W			Sa		0		

A Panoply of Wings	Say 'Friend' and Enter	
Darkness Made By Malin	The Sun Unveiled	
Quickbeam	Thranduil of Mirkwood	
Sated Beast	Thranduil's Folk	
0	0	
Turn: 2	Hand: 8	MP: 7
Uvatha	Hoarmura	Dwar
	Ren	SCATHA

Forewarned is Forearmed

, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Lord of the Woods, Yavannas Plea, Devouring Wyrms, Merkampa at Home

, The Moon is Dead, It Stinks, Mordor in Ruins

, Great Need or Purpose, Out of the Swamps

**UNTAP**

**ORG**

Thranduil of Mirkwood played at homesite. Lords of the Woods discarded.

Avatar taps to dump 5 resources to discard pile:

[Elf-path, Refuge, Wandlimb, Palm to Palm, Elves of Taur Romen. ]

Thranduil+ stay. Bladeorthin stays.

**MOVE.2-Thranduil**

Thranduil, -,haven.pL

HL3, Uvatha uses OG Morgul-rats

HL2, Hoarmurath-x

HL1, Dwar-x, Plague in hand.

HL1, (no hazards played, give 1 hazard limit to) Smeagol-x

Bladeorthin, -,fh

HL3, Uvatha uses OG Wild Fell Beast

HL2, Hoarmurath-x

HL1, Dwar-x, Plague in hand.

HL1, (no hazards played, give 1 hazard limit to) Smeagol-x

**SITE**

Wellinghall. No AA.

Wood-elf taps to play Quickbeam, taps site.

**END** Wardens of the Woodland Realm taps to fetch from DP Refuge.

TURN 03, vs. Ren

**MOVE**

Ologong, -sl-sl-w,fh

Deeper Shadow played by Aknazeh, reduce HL,  $-3.res+7.croll=4$ ,pass.

HL3-1, Thranduul-x

HL1, Thrain has Dwarven War Party in hand.

HL1, Thorongil (Elf-lord Revealed in Wrath in hand)

TURN 03, Uvatha

### **MOVE**

Uvatha, -,sh

HL2, Galadriel uses OG Two or Three Tribes Present

HL1, Thranduul-x

HL1, Thg-x



TURN03-1.2

@ Thranduil's Halls, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		0		
U	Emissary of the House	3	1	2	8	noldo	W				D	2	Elf-Stone	Elf-Stone
U	Shipwright	3	0	3	7	Sinda	W			Sa		0		

@ Wellinghall, T

U	Bladeorthin	8	6	7	7	Sinda	W	Sc	R			0	Trusted Counsellor
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				0	
T	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope
U	Quickbeam	3	0	6	9	ent						a	

A Panoply of Wings	Shelob's Brood			Above the Abyss
Great Bow of Yew	0			By the Ringwraith's Word
Marvels Told	0			Crooked Promptings
Refuge	Thranduil's Folk			Orc Quarrels
Thranduil's Folk	0			0
0	0			records unread
Turn: 3	Hand: 8	MP: 8	PD: 66	SP: 5
Ren	Uvatha	Hoarmura	Dwar	SCATHA
				Weigh All Things to a Ni
				Deeper Shadow

Forewarned is Forearmed

, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring  
Wyrms, Merkampa at Home  
, The Moon is Dead, It Stinks, Mordor in Ruins  
, Out of the Swamps

**UNTAP**

**ORG**

The Weavetress played.

Thranduil taps to untap Wardens of the Woodland Realm.

Avatar card untaps Thranduil of Mirkwood. Avatar taps to dump 5 resources to discard pile:

Master of Wood, Water, or Hill, x2, Healing Song x2, Elf-path.

Bladeorthin+ moves to Caraas Amarth.

Thranduil+ stays.

### **MOVE.3-Thranduil**

Thranduil, -,haven

HL3, Ren plays Worn and Famished

HL2, Ren uses Rabies OG

HL1, Uvatha plays Doors of Night.

Shipwright taps to use Marvels Told, The Moon is Dead, Emissary supports, -2.res+1.sup=auto.

Bladeorthin,-w-w-bl-w,Ruins

Plays Gates of Morning, Uvatha counters with Twilight.

HL3, Ren plays Wake of War

HL1, Uvatha has Foul Fumes, Incite Minions, Choking Shadows in hand.

First mini-turn, play Foul Fumes.

### **SITE**

Caraas Amarth, (1)Traps---\*(Elvish wands)--- 2 s w 8 p (detainment if company contains an elf)

Woodelf, 3p-3x+6sroll=6,taps

Bladeorthin,7p-3x+8sroll=12

Dweller taps to play Great Bow of Yew.

### **END Dain.Thrain**

Wardens of the Woodland Realm taps to fetch from DP Elf-path.

Avatar card untaps Thranduil of Mirkwood.

TURN 04 vs. Dwar

**MOVE**

Dwar, -,haven. Minas Morgul

HL5, Thrain uses OG Dwarf-miner

HL4, Galadriel plays Wrath of the Olvar

HL2, Thranduil plays An Unexpected Outpost, DON,to shuffle from SB [Galadhrim x2]

Gorfaur, -w-sl,haven. Minas Morgul

HL3, Thrain uses OG Dwarf-miner

HL2, Galadriel-x

HL1, Thranduil plays Spiders Huge and Horrible on Gorfaur

TURN 04 vs. Hoarmurath

**MOVE**

Shaman, -,haven. Minas Morgul

HL2, Thranduil-x

HL1, Radagast-x

HL1, Thg-x

Gorbag, -sl-dd,ruins. Barad-dur

HL3, Thranduil keys Shelob's Brood to surface site; spiders.4s8p; WoW=5s9p

Extra strike to orc Sniffler.

Gorbag, 6p+2wp+5sroll=13

Muzgash, 4p+9sroll=13

Orc sniffler plays Orc Stealth

Gûrthlug, 5p+10sroll=15.

Rolls for the four would have killed creature.

Hoarmurath, -sl-ww-ww-sl-sl-bl-dd,haven; Dol Guldur

HL2, Thranduil-x

HL1, Radagast plays S An Unexpected Outpost to shuffle from SB:

[So You've Come Back,So You've Come Back,]

Radagast has in hand Lord of the Carrock

TURN 04 vs. Uvatha

**MOVE**

Ulrac, -ww-sl,bh Easterling Camp {Smeagol is here}

HL4, Radagast plays Lord of the Carrock as permanent-event

HL3, Radagast plays Stench of Mordor; Uvatha counters with Twilight.

HL1, Thranduil keys Giant Spiders to WW. Spiders.2s10p, WoW+PTD=3s12p

Ulrac taps to play Ruse to cancel attack. [Black Vapour in hand]

Come By Night Upon Them played on site.

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

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

Forced March played. Nuriag Camp with its high AA prowess.

+

Uvatha, -dd-sl-sl,bh Nuriag Camp

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

## TURN04-2.2

### @ Thranduil's Halls.thranduil, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		0		
T	Emissary of the House	3	1	2	8	noldo	W				D	2	Elf-Stone	Elf-Stone
T	Shipwright	3	0	3	7	Sinda	W			Sa		0		

### @ Caraas Amarth, T

U	Bladeorthis	5	6	7	7	Sinda	W	Sc	R			0	Trusted Counsellor	
T	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew	
T	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope	
U	Quickbeam	3	0	6	9	ent						a		

A Panoply of Wings	Heladil				0	
Black Vapour	Refuge				0	
Elf-path	The Road to the West				Greater Specters	
Elven Bridge	Thranduil's Folk				Hold Rebuilt and Repaired	
0	0				Like Shreds of Cloud	
0	0				Pale Dream-Maker	
Turn: 4	Hand: 8	MP: 9	PD: 58	SP: 5	Twilight	
Hoarmura	Uvatha	Dwar	Ren	SCATHA	Voices of Malice	
					A Nice Place to Hide	

Forewarned is Forearmed

Children of Aule

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home

, It Stinks, Doors of Night, Mordor in Ruins

, Lord of the Carrock, Wrath of the Olvar

, Worn and Famished, Foul Fumes, Wake of War

## UNTAP

Worm and Famished rolls: at Caraas Amarth; Wood-elf untaps.

## ORG

Shipwright stays.

Bladeorthis+ moves to T halls.

Thranduil and Emissary move to a Refuge.

Elven Bridge played on Bladeorthis's company; names Woodland Realm.

Thranduil plays Refuge discarding Heladil for a site in Woodland Realm.

Emissary taps to play Elf-path

## **MOVE**

Shipwright, -,haven T halls

HL2, Hoarmurath-x

HL1, Uvatha-x

HL1, Smg-x

Bladeorthin, -w-w,haven T Halls Elven Bridge x-Woodland Realm

HL3, Hoarmurath-x

HL2, Uvatha-x

HL1, Dwar moves agent Baugur to Hermit's Hill, down. Taps.

Thranduil, -w,fh Refuge Elf-Path creatures key to site

HL2, Hoarmurath-x

HL1, Uvatha-x

HL1, Smg-x

Smoke Rings shuffles Raft-Elves.

Ren had no hazards at all.

## **SITE**

Refuge.

Thranduil taps to make INF on A Panoply of Wings.11

+5.di+5iroll=10,fail.

**END** Alatar.Galadriel

Wardens of the Woodland Realm tapped to grab Elf-path.

TURN05 vs Court1

**MOVE**

Taurclax, -cs-cs-j,bh. Fortress of Bûramak

HL3, Thrain-x

HL2, Thranduil plays An Unexpected Outpost shuffle Giant Spiders

TURN05 vs Malezar

**MOVE**

Uthmag, -RL. Watch of Unullo

HL3, Thranduil uses OG The Sun Unveiled

HL2, Galadriel plays Curse Him Root and Branch

Malezar, -,sh. Kondu Manara

HL3, Thranduil uses OG Ta-Fa-Lisch

HL2, Galadriel-x

HL1, Radagast-x

HL1, Thg-x

TURN05-3.2 {Scatha at Gondmaeglom, Cor Angaladh}

@ Refuge.WR, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		0		
T	Emissary of the House	3	1	2	8	noldo	W				D	2	Elf-Stone	Elf-Stone

@ Thranduil's Halls.thranduil, U

U	Bladeorthin	5	6	7	7	Sinda	W	Sc	R			0	Trusted Counsellor
T	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew
U	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope
U	Quickbeam	3	0	6	9	ent						a	
U	Shipwright	3	0	3	7	Sinda	W			Sa		0	

Black Vapour	Elf-path				0	
Legolas	Ta-Fa-Lisch				Deeper Shadow	
LongBottom Leaf	The Road to the West				Ered Laranor	
Ravens of Northern Rhov	Thranduil's Folk				Fear Fire Foes	
0	0				Gold Chains in the Wind	
0	0				Slayer	
Turn: 5	Hand: 8	MP: 9	PD: 50	SP: 5	Bone-hilted Broadsword	
Malezar	Court	Court2	Indur	SCATHA	Share of the Treasure	
					Southern Slayer	

Forewarned is Forearmed

Tokens to Show

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People,  
Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch  
, Corlagon At Home, Mordor in Ruins  
, Lord of the Carrock, Sleepless Malice

**UNTAP** { 8/14 GI: 6 free DI =no more than two companies this turn }

**ORG**

LongBottom Leaf shuffles from SB: [The Trees Have Ears, Lord of Wood and Beast]

Avatar taps to untap Wardens of the Woodland Realm.

Bladeorthin+ stays at Thranduil's Halls.

Thranduil moves to Thranduil's Halls.

Emissary taps to play Elf-path



## **MOVE**

Bladeorthin, -,haven. Thalls.

HL4, Malezar uses OG Southern Slayer

HL3, Court-x

HL2, Court2-x

HL1, Indur-x

HL1, Smg-x

Thranduil, -w,haven. Thalls. Elf-path

HL2, Malezar-x

HL1, Court-x

HL1, Smg-x

## **SITE**

**END** Thorin.Galadriel

Wardens of the Woodland Realm tapped to grab Refuge.

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TURN06 vs Court

**MOVE**

Gorthaur, -j-cs,sh. Citadel of Ardor

HL3, Thranduil keys Lesser Spiders to W. spiders.4s7p; PTD = 4s8p

Gorthaur plays Some Secret Art of Flame, 8scroll-4.res=4,pass.

Gorthaur, 3p+4res-3x+5scroll=9

Vallin, 3p+4scroll=7, success. 12broll=killed. Liquid Fire to Gorthaur

Silion, 2p-1e+9scroll=10

+

HL2, Thranduil keys Ta-Fa-Lisch to site with hoard. Undead.3s8p

Hounds of Sauron played by Silion, 10croll-4.res=6,pass.

Gorthaur, 3p+8scroll=11, killed creature.

Sleepless Malice no count against HL; lucky not a dwarf creature for Naugrim is in play.

+

HL1, Radagast plays Ride Against the Enemy revealing Naric. Dwarf.1s11p8b

Silion plays Sojourn in Shadows, 11hroll-4res=7,pass

Gorthaur, 3p+8scroll=11,ineff

Thrain has Nameless Thing in hand with Doors of Night in play.

WATTAN shuffles from DP Veils of Shadow.

Taurclax, -j-cs-j,sh. Taurang

HL2, Thranduil-x

HL1, Radagast plays So You've Come Back on Sarkarxë

TURN06 vs Indur

**MOVE**

Indur, -sl-t-bl,RL. Charnesra

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

TURN06 vs Malezar

**MOVE**

Uthmag, -j-w,SH. Kondu Manara

HL3, Galadriel-x

HL2, Thrain-x

HL1, Thranduil keys Galadhrim to region of elf-hold also hero haven. Elf.3s11p7b

Uthmag plays Deeper Shadow to reduce HL, -3.res-1.item+7croll=3. Cancel attack.

## TURN06-1.2 {Scatha at Gondmaeglom, Mountains of Mirkwood}

@ Thranduil's Halls, U

U	Bladeorithin	5	6	7	7	Sinda	W	Sc	R			0	Trusted Counsellor	
U	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew	
U	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope	
U	Quickbeam	3	0	6	9	ent						a		
U	Shipwright	3	0	3	7	Sinda	W			Sa		0		
T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		0		
T	Emissary of the House	3	1	2	8	noldo	W				D	2	Elf-Stone	Elf-Stone

A Friend or Three		Gold Belt of Lórien			Curubor	
Arhendhil		Ravens of Northern Rhovanion			Test of Fire	
Elven Bridge		Refuge			No News of Our Riding	
Galadhrim		The Road to the West			Ready to His Will	
Wood-elf		0			Cambragol	
0		0			0	
Turn: 6	Hand: 8	MP: 9	PD: 43	SP: 5	The Least of Gold Rings	
Court	Indur	Malezar	Court2	SCATHA	Thong of Fire	
					That Ain't No Secret	

## Forewarned is Forearmed

### Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

## , Corlagon At Home, Mordor Rebuilt

, Kelter Enraged

# UNTAP

**ORG**

## Arhendhil played at Thranduil's Halls

Thranduill of Mirkwood taps to shuffle from SB to PD: [Wood-elves]

Emissary transfers Elf-stone to Shipwright, Arhendhil supports, -2.items+1.sup+croll=auto.

Bladeorthin(woodelf,shipwright) move to Lorien.

Emissary(dweller) move to a Refuge in Northern Rhovanion discarding Wood-elf.

Thranduil(Arhendhil) stay.

Elven Bridge played on Wood-elf, Elven Rope bearer, naming Wold & Foothills.

## **MOVE.6-Thranduil**

Thranduil, -,haven. Thranduil's Halls

HL2, Court uses OG Ready to His Will

HL1, Indur plays Foolish Words on Thranduil

Bladeorthin, -w-bl-w,fh. Lorien. Elven Rope = Wold & Foothills

HL3, Court plays Searching Eye

HL1, Indur keys Ambusher to BL. Men.2s10p,attacker

Quickbeam taps to support Shipwright.

Shipwright, 3p+1.sup+6sroll=10, ineff

Wood-elf, 3p+7sroll=10, ineff

Emissary, -w-w,fh. Refuge in NR

HL2, Court-x

HL1, Indur-x

HL1, Smg-x

## **SITE**

Lorien. 5SP = AA cancelled.

Bladeorthin taps to play Gold Belt of Lorien, taps site.

Refuge.NR. no AA

Emissary taps to make INF using A Friend or Three on Ravens of Northern Rhovanion.8

+2.card+2.friend+8iroll=12,taps site.

**END** Dain.Radagast

## **MOVE.7-Court2**

Rilia, -,sh. Citadel of Ardor

HL2, Galadriel uses OG Wiilded Twice

HL1, Thranduil-x

HL1, Thg-x

Arduval, -,sh. Menelcarca

HL4, Galadriel plays Arouse Minions on site, SH.

HL3, Galadriel uses OG lady Galadriel

HL2, Thranduil-x

HL1, Radagast-x

HL1, Thg-x

## **MOVE.7-Indur**

Hargrog, -,haven. Amaru

HL3, Thranduil uses OG Lord of Wood and Beast

HL2, Thráin-x

HL1, Galadriel-x

HL1, Thg-x

Indur, -bl-t-sl,haven. Bozisha-Dar

Mumak-helmet; Thranduil reveals The Reek; Thrain reveals Nameless Thing

HL2, Thranduil-x

HL1, Thráin-x

HL1, Thg-x

Avatar card played to untap Indur RW. Indur RW taps to untap Weapons of Morgul.

Sakalure, -sl-j,FH. Korlan. Steeds. Iron Home

HL3-1, Thranduil keys Lesser Spiders to W, spiders.4s7p, PtD=4s9p, Steeds=4s10p

HL1, Thranduil plays Black Vapour, 4s11p

Sakalure plays Calm-song, 9croll-3.res=6.

Sakalure plays Driven As By a Madness, 9croll-3.res=6.

Sakalure, 3p-3x+2.res+8scroll=10,taps

Krinda, 2p-3x+2.res+6scroll=7,taps

Horseman, 3p+3.ring-3x-1e+2.res+8scroll=12

## TURN07-4.2

{ Scatha Gondmaeglom.DD Whispers of Wealth, Mountains of Mirkwood }

@ Thranduil's Halls, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa	0
T	Arhendhil	5	1	3	9	Sinda			R	Sa	0

@ Lorien, T

T	Bladeorthin	5	6	7	7	Sinda	W	Sc	R		1	Trusted Counsellor	Gold Belt c
T	Shipwright	3	0	3	7	Sinda	W			Sa	1	Elf-Stone	
T	Wood-elf	3	0	3	8	silvan	W		R		1	Elven Rope	
T	Quickbeam	3	0	6	9	ent					a		

@ Refuge in NR, T

T	Emissary of the House	3	3	2	8	noldo	W				D	1	Elf-Stone
U	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew

A Friend or Three	Lardin Aril				Kamak	
Entwives	Lesser Spiders				Khâsh-Famûth	
Gates of Morning	Raft-Elves				No News of Our Riding	
King-spider	The King's Hunting				Orc Chieftain	
The Road to the West	0				Peril Returned	
0	0				To Satisfy the Question	
Turn: 7	Hand: 8	MP: 12	PD: 30	SP: 5	Voices of Malice	
Indur	Court2	Malezar	Court	SCATHA	Words of Menace and D	

Forewarned is Forearmed

Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Andonaca At Home, Bairanax at Home, Mordor Rebuilt, Doors of Night

, Sleepless Malice, Naugol

## UNTAP

### ORG

The King's Hunting played on Thranduil of Mirkwood.

Gates of Morning played, Doors of Night (Malezar) discarded; he still has two Twilight in deck.

Thranduil taps to untap Wardens of the Woodland Realm.

Thranduil+ stays.

Emissary+ move to Celebannon.

Bladeorthin+ move to THalls to later use Refuge for Entwives and thus rotate TRttW.

## **MOVE.7-Thranduil**

Thranduil, -,haven. Thalls

HL2, Indur plays Peril Returned

HL1, Indur uses OG Kamak

Bladeorthin, -w-bl-w,haven. Thalls.

HL3, Indur-x

HL2, Court2 keys Old Man Willow to WW. Plant.1s13p, YP+PtD=1s14p4b

Quickbeam taps to cancel Awakened Plant attack using Curse Him Root and Branch.

HL1, Court2 plays Black Crows as short-event to grab Old Man Willow

Emissary, w-w,FH. Celebannon.

HL2, Indur keys Lawless Men to W, men.2s9p

Dweller taps to cancel attacked keyed to single wilderness.

Indur had Ransom in hand to use.

## **SITE**

Celebannon. FH, AA-none

Emissary taps to make INF on Raft-Elves.9

A Friend or Three played.

+2.card+2.mod(elves)+2.friend+2iroll=8, fail. Must not be a wine connoisseur.

Use Smoke Rings to shuffle this faction.

**END** alatar.Galadriel(next turn)

Arhendhil taps using The Weavetress to place Elven Cloak from SB on Shipwright.

Wardens of the Woodland Realm taps to grab from DP: Refuge

The King's Hunting tapped to grab from DP: Block

### **MOVE.8-Court**

Gorthaur, -sl-j-cs,sh. Mirisgroth. Hidden(SK). Discard The Darin Tesarath to reveal site.  
{ Ent in Search of the Entwines and Old Man Willow no good against site path}  
HL5, Galadriel plays An Unexpected Outpost, PR, shuffle from SB: [Fake, Ring-chained]  
HL3, ~~Thrain keys Nameless Thing, Peril Returned, to CS. Drake.3a2s10p~~  
No. Doors of Night not in play if Gates of Morning in play.  
Mewlips in hand, too weak.  
HL2, Radagast-x  
HL1, Thranduil keys Lesser Spiders to SL. Spiders.4s7p, PTD=4s9p  
Silion plays Hounds of Sauron, Sarkarxë supports.  
9croll+1.sup-4.res=6, 1s9p  
Cambragol, 7p+1.wp+8sroll=16, killed creature. No trophy.  
Twilight played to target Gates of Morning . Thranduil.

### **MOVE.8-Court2**

Rilia, -sh. Citadel of Ardor.  
HL2, Thranduil plays Spiders Huge and Horrible on Rilia.

Ardûval, -w-j-cs,sh. Citadel of Ardor. Crack in the Wall  
Lingerers played.  
HL4, Thranduil-x Giant Spiders stuck in hand  
HL3, Radagast plays Call of Home to Linsul, 7gi+12hroll=19  
HL1, Thrain-x

### **MOVE.8-Indur**

Sakalure, -,haven. Amaru  
HL3, Thrain-x  
HL2, Galadriel-x  
HL1, Thranduil-x  
HL1, Thg-x

Hargrog, -sl, Pharabâs.  
Orders from Lugbûrz played on company.  
HL3, Thrain-x  
HL2, Galadriel-x  
HL1, Thranduil-x  
HL1, Thg-x



## TURN08-2.2

{ Scatha at Gondmaeglom, Framsburg }

@ Thranduil's Halls, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		1	The King's Hunting	
T	Arhendhil	5	1	3	9	Sinda			R	Sa		0		
U	Bladeorthin	5	7	7	7	Sinda	W	Sc	R			1	Trusted Counsellor	Gold Belt c
U	Shipwright	3	0	3	7	Sinda	W			Sa		2	Elf-Stone	Elven Cloa
U	Wood-elf	3	0	3	8	silvan	W		R			1	Elven Rope	
T	Quickbeam	3	0	6	9	ent						a		

@ Celebannon, U

T	Emissary of the House	3	3	2	8	noldo	W				D	1	Elf-Stone	
T	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew	

Block		Lardin Aril			An Untimely Whisper
Entwives		Marvels Told			Calm-Song
Flies and Spiders		Refuge			Cave-drake
Giant Spiders		The Road to the West			Old Man Willow
Thranduil's Folk		0			Perfect Gold Ring
0		0			Silent Watcher
Turn: 8	Hand: 8	MP: 12	PD: 22	SP: 7	Thunder's Companion
Court2	Malezar	Indur	Court	SCATHA	Waiting Shadow

Forewarned is Forearmed

Lingerers Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim,  
 Evenstar of Her People, Wrath of Durins House, Devouring Wyrms, Curse Him Root and Branch  
 , Angurth at Home, Great Army of the North, Khuzadrepá at Home, Ando-anca At Home,  
 Mordor Rebuilt, The Black Gate Closes, Darkness Ahead, Weariness of the Heart  
 , Kolver Enraged  
 , Peril Returned

## UNTAP

### ORG

Arhendhil taps using The Weavetress to place Elven Cloak from SB on Shipwright.

Thranduil taps to play Marvels Told, Darkness Ahead(Weariness of the Heart)

Bladeorthin, Shipwright support, -1.hunting-2.res+2.sup+croll=auto.

Thranduil(Arhendhil) stay.

Bladeorthin(Shipwright,Woodelf) move to Mountains of Mirkwood.

Emissary(Dweller) move to Mountains of Mirkwood.

## **MOVE.8-Thranduil**

Thranduil, -,haven. Thranduil's Halls.

HL2, Court2 uses OG Silent Watcher

HL1, Malezar plays Taint of the Wilds on Arhendhil.

Bladeorthin, -w-w,RL. Mountains of Mirkwood.

HL3, Court2 plays Waiting Shadow, DON, to tap Woodelf.

HL2, Court2 keys Old Man Willow to WW.plant.1s13p, PTD=1s14p

Quickbeam taps to cancel Awakened Plant attack using Curse Him, Root, and Branch

+

HL1, Court2 keys Cave-drake to RL, drake.2s10p,attacker

Avatar card untaps Thranduil of Mirkwood.

Thranduil of Mirkwood taps to untap Wardens of the Woodland Realm.

Wardens of the Woodland Realm taps while discarding Thranduil's Folk to cancel

Attack against company moving with Woodland Realm in site path.

{Hurling Rocks x2 still in Court2 playdeck}

Emissary, -w-w,RL. Mountains of Mirkwood.

HL2, Court2 keys Thunder's Companion to WW, giant. 3s9p, PTD=3s8p

Emissary plays Block against his strike.

Emissary, 2p-1e+7sroll=8

Dweller taps Great Bow of Yew to remain untap against region strike.

Dweller, 2p+2wp+3sroll=7,success 7broll=wounded

HL1, Court2 keys Thunder's Companion to WW, giant. 3s9p, PTD=3s8p

Emissary, 2p-1e+6sroll=7,success. 8broll=wounded

Dweller, 2p+2wp-2w+3sroll=5, success. 7broll+1w=8,wounded

Smoke Rings shuffles Raft-Elves.

## **SITE**

**END** Evermist.Radagast

{get A Friend or 3 in play to use Refuge to get ent faction}

**MOVE.9-Adunaphel**

Adunaphel, -,haven. Minas Morgul.

HL2, Thranduil-x

HL1, Radagast-x

HL1, Thg-x

Harngorin, -sl-w,rl. Haudh-in-Gwanûr

HL4, Thranduil-x

HL3, Radagast keys Landroval to SL. Animal.eagle.2s12p6b,attacker

PTD+Kelter En = 3s14p4b, extra body check.

Adunaphel RW taps at Darkhaven to cancel hazard creature attack not keyed to site.

HL2, Radagast plays Shut Yer Mouth on Harngorin.

**MOVE.9-Akhorahil**

Hador, -t-cs-cs,RL. Pelican Islands.

HL4, Radagast plays Sprautabern as agent.

HL2, Thranduil-x

HL1, Galadriel plays Arouse Denizens on the site.

Akhorahil, -w-t-sl,haven. Bozisha-Dar

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

## TURN09-1.2

{ Scatha at Gondmaeglom, Sarn Goriwing }

@ THalls, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		1	The King's Hunting
T	Arhendhil	5	1	3	9	Sinda			R	Sa		1	Taint of the Wilds

@ Mountains of Mirkwood, U

T	Bladeorthin	5	7	7	7	Sinda	W	Sc	R			1	Trusted Counsellor	Gold Belt c
T	Shipwright	3	0	3	7	Sinda	W			Sa		2	Elf-Stone	Elven Cloa
T	Wood-elf	3	0	3	8	silvan	W		R			2	Elven Rope	Elven Cloa
T	Quickbeam	3	0	6	9	ent						a		
W	Emissary of the House	3	3	2	8	noldo	W				D	1	Elf-Stone	
W	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew	

Entwives		0			Black Rain	
Flies and Spiders	Refuge				Black-mail Coat	
Flies and Spiders	Shelob's Brood				Forced March	
Giant Spiders	Lardin Aril				Heralded Lord	
The Road to the West	Smoke Rings				No Escape From My Ma	
0		0			Old Treasure	
Turn: 9	Hand: 8	MP: 12	PD: 15	SP: 7	Sorijan Raiders	
Adunaphe	Akhorahil	Desert	Black	SCATHA	Southrons(M)	
					Storms of Ossë	

Forewarned is Forearmed

Hunting Orcs

Tokens to Show

Tidings of Death

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes, Terror From the Deep

, Peril Returned, The Back Door

## UNTAP

### ORG

Smoke Rings shuffles Raft Elves.

Arhendhil discarded to make room for Aramacar.

Bladeorthin+ move to Logath Camp.

Emissary,Dweller move to Thalls.

Thranduil stay.

## **MOVE.9-Thranduil**

Thranduil, -,haven. Thalls.

HL2, Adunaphel plays No Escape From My Magic on Ravens of Northern Rhovanion.

HL1, Adunaphel uses OG Sorijan Raiders

Bladeorthin, -w-w-ww,bh. Logath Camp

HL3, Adunaphel moves agent Sakalthor, FD, from Amon Lhaw to Bandit Lair.

Lord Thrain is now at Amon Lhaw.

HL1, Akhorahil plays An Unexpected Outpost, DON, to shuffle from SB:

[Pale Dream-maker, The Roving Eye]

Emissary, -w-w,haven. Thalls

HL2, Adunaphel plays Echoes of Nûmenor's Fall

## **SITE**

Logath Camp, bh.

(1)Men---each character faces 1 strike with 5 prowess (detainment)

Bladeorthin,  $7p-3x+10sroll=14$

Shipwright,  $3p-3x+6sroll=6$

Wood-elf,  $3p-3x+10sroll=10$

Quickbeam,  $6p-3x+6sroll=9$

Bladeorthin taps to make INF on Entwives.12

+1.belt+2.mod(ent ally)+9/10.tidings=13! Taps site.

**END** Dain.Galadriel

Thranduil of Mirkwood taps to untap Wardens of the Woodland Realm.

### **MOVE.10-Akhorahil**

Akhorahil, -,haven. Bozisha-Dar.

HL3, Thranduil plays Spiders Huge and Horrible on Mariner

HL2, Thranduil uses OG Flies and Spiders

HL1, Galadriel-x

Hador, -c-c-c-c,RL. Benish Armon. Hidden(tap Sage-Djerul)

HL4, Thranduil-x

HL3, Galadriel-x

HL2, Thrain keys Mewlips to new site swamp. Undead.2s10p

{ get minor item }

Hador, 5p+7mroll=12,defeated

Abur, 5p+6mroll=11,defeated

Mariner taps to play Black-hide Shield from hand.

HL1, Thrain plays Exhalation of Decay; grabs other Mewlips from DP.

keys Mewlips to new site swamp. Undead.2s10p; EoD=2s9p

Akhôrahil Unleashed played to grab Tormented Earth from DP.

Tormented Earth

### **MOVE.10-Desert**

Nazog, -,fh. Tenolkachyn.

HL4, Thrain-x

HL3, Thranduil-x

HL2, Radagast plays Call of Home on Tracker, 7.gi+6.hroll-10.base=3,pass.

Shaman taps to play Voices of Malice to discard Naugrim, Nazog supports,

-2.items+1.sup-2.res+9croll=6,pass.

HL1, Radagast moves agent Sprautabern,FD, from starting site adjacent to home region site Ligr

Wodaize Berne, of Bernastath to Thaurung,tap agent.

## TURN10-3.2

@ THalls, U

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		2	The King's Hunting	Elven Cloa
W	Emissary of the House	3	3	2	8	noldo	W				D	1	Elf-Stone	
W	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew	

@ Logath Camp, T

T	Bladeorthin	5	7	7	7	Sinda	W	Sc	R			1	Trusted Counsellor	Gold Belt c
U	Shipwright	3	0	3	7	Sinda	W			Sa		2	Elf-Stone	Elven Cloa
U	Wood-elf	3	0	3	8	silvan	W		R			2	Elven Rope	Elven Cloa
U	Quickbeam	3	0	6	9	ent								

A Friend or Three		Great Falcons of Mirkwood			Above the Abyss	
Black Vapour		Lardin Aril			Jaeru	
Crept Along Carefully		Raft-Elves			Juthjuth	
Flies and Spiders		The Road to the West			Pale Dream-maker	
The Trees Have Ears		0			Poisonous Despair	
0		0			The Kuilëondo	
Turn: 10	Hand: 8	MP: 13	PD: 6	SP: 7	Veils of Shadow	
Akhorahil	Desert	Black	Adunaphe	SCATHA	0	
					0	

Forewarned is Forearmed

Tokens to Show

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch  
 , Great Army of the North, Mordor Rebuilt, No Escape From My Magic, It Stinks, Terror From the Deeps, Echoes of Nûmenor's Fall, The Dark Days  
 , Earth-Tremors  
 , Hurling Rocks, Host of Bats

<Hoarmurath's orcs visited Logath Camp to combat Alatar's minions>

**UNTAP**

**ORG**

Crept Along Carefully played on Bladeorthin's company.

The Trees Have Ears played.

Bladeorthin+ move to Celebannon for faction.

Thranduil+ stay in hope to draw faction.

## MOVE.10-Thranduil

Thranduil, -,haven. THalls.

HL3, Akhorhail uses OG Juthjuth

HL2, Desert-x

HL1, Black-x

HL1, Smg-x

Bladeorthin, -ww-w-w,fh. Celebannon

No Escape From My Magic, Ravens of NR; Northern Rhovanion.

+1.scout(1)+4.ranger(2)-12.base+10hroll=3,pass.

HL3-1, Akhorhail-x Agent Om-buri-Om at Mathlaburg.

HL1, Desert-x

HL1, Smg-x

## SITE

Thranduil's Halls. AA-none

Thranduil taps to make INF on Wood-elves.8

+1.mod(elves)+5.di+3.card(elves)+2.card(woodelves)-6.followers+8iroll=13,tap site.

The Road to the West played.

Celebannon, fh. AA-none

Shipwright taps to make INF on Raft-Elves.9

Shipwright, +2.elfstone+2.mod(elves)+2.mod(wood-elves)+8iroll=14,tap site.

Woodelf taps to remove The Dark Days, 5hroll=fail.

**END** Alatar.Thrain

<play faction; then all at Thalls to get third cloak>

Thranduil: Deck Exhaust on hand reset. 9.6 cards drawn/turn. 10 cards shuffled.

Cards removed from DP to SB: [Wood-elf,Refuge,Elf-path,Legolas,Block]

Cards moved from SB to D: [Elven Custody x2, Failed Leadership,Brutal Commands  
Burdenome Commands]

83 cards in 2<sup>nd</sup> PD.

96	53	38	9	1	3	6	0
h1	p1	d1	r1	v1	o1	g1	b1



### **MOVE.11-Adunaphel**

Adunaphel, -sl-w-w-sl,dh. Lugarlur

HL2, Thrain-x

HL1, Galadriel-x

HL1, Thg-x

<Thranduil has Giant Spiders in hand>

Bereth, -,RL. Haudh-in-Gwanûr

HL4, Thrain uses OG Icy Touch

HL3, Galadriel-x

HL2, Thranduil-x

HL1, Radagast moves agent Sprautabern, FD, from Thaurung to Eldanar.

### **MOVE.11-Desert**

Araudagul, -t,sh. Mount Arysis.

HL3, Thranduil-x

HL2, Radagast-x; avoid risk to Goblin-basher.

HL1, Galadriel-x

HL1, Thg-x

Nazog, -j-t2,sh. Fuinur's Well

HL4, Thranduil keys Shelob's Brood to surface site of Deeps of Fuinur Spiders.4s8p

HL3, Thranduil plays Black Vapour for +1 prowess.

HL2, Thranduil plays Flies and Spiders on Shaman.

HL1, Thranduil plays Flies and Spiders on Tracker.

Tracker uses Blade-Master tapping Saw-Toothed Blade

Tracker, 4p+10mroll=14,fail. Now 8prowess attack.

Nazog, 5p+3.wp+1.trophy-3x+8mroll=14,fail.

Veteran, 4p-2w+7mroll=9,fail.

Shaman, 3p+9mroll=12,fail. Killed creature. Trophy to Nazog. Now with 13 DI

<this could had been a disaster for this player against this spider attack.>

## TURN11-4.2

### @ Thranduil's Halls, T

T	Thranduil of Mirkwood	9	8	7	9	Sinda	W		R	Sa		2	The King's Hunting	Elven Cloa
T	Emissary of the House	3	3	2	8	noldo	W				D	1	Elf-Stone	
T	Mallorn-Dweller	3	0	4	9	nando	W	Sc				2	Great Bow of Yew	

### @ Celebannon, T

U	Bladeorthis	5	7	7	7	Sinda	W	Sc	R			1	Trusted Counsellor	Gold Belt c
T	Shipwright	3	0	3	7	Sinda	W			Sa		2	Elf-Stone	Elven Cloa
T	Wood-elf	3	0	3	8	silvan	W		R			2	Elven Rope	Elven Cloa
U	Quickbeam	3	0	6	9	ent						a	Crept Along Carefully	

A Friend or Three	Greenwood the Great				Demons of Vatra
A Panoply of Wings	Lardin Aril				Guinamen
Giant Spiders	Marvels Told				Orc Garrison
Great Falcons of Mirkwo	Shelob's Brood				Snaga-hai
Wild Hounds	0				The Back Door
0	0				Vile Fumes
Turn: 11	Hand: 8	MP: 14	PD: 77	SP: 8	Walls Behind Walls
Desert	Black	Adunaphe	Akhorahil	SCATHA	Waylaid, Wounded, and
Lar-huz	Lar-huz	The Wind Tr .			0

Forewarned is Forearmed Safe From the Shadow

Tokens to Show

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch, Rammas Pelennor  
 , Great Army of the North, Mordor Rebuilt, Hunt Wild Men like Wild Beast, It Stinks, The Dark Days, Doors of Night

## UNTAP

### ORG

Thranduil of Mirkwood taps to dump from SB to DP:

[Wood-elf,Refuge,Elf-path,Legolas,Block]

Thranduil+ move to Caraas Amath.

Bladeorthis+ move to Caraas Amath.

## TURN11.Thranduil

Thranduil, -w-w,RL. Caraas Amarth

HL3, Desert plays The Back Door

HL2, Desert plays An Unexpected Outpost, DON shuffles from SB:

[Hard to Tame, Grasping and Ungracious]

HL1, Desert uses OG Vultures

4 animal factions now in hand.

Bladeorthin, -w-w,RL. Caraas Amarth. Crept Along Carefully

HL2, Desert-x

HL1, Black-x

HL1, Smg-x SSFellow is at home sites.

Thranduil plays Senses More Keen Than Most

## SITE

Caraas Amarth, RL.

(1)Traps---\*(Elvish wands)--- 2 s with 8 prowess (detainment if company contains an elf)

Woodelf,  $3p-3x+7sroll=7$ ,taps

Bladeorthin,  $7p-3x+5sroll=9$

Emissary taps to make INF on Wild Hounds.11 using A Friend or Three  
 $+1.di+2.card+6.friend+5iroll=14$ ,tap site.

Dweller taps to play Greenwood the Great.

Shipwright taps to play Marvels Told, Bladeorthin, support,  
 $-2.items+1.sup-2.res+7croll=4$ ; discard The Dark Days.

**END** Evermist.Radagast

The King's Hunting taps to grab from DP: Block

Wardens of the Woodland Realm taps to grab from DP: Elf-path

			THRANDU	SCATHA
			14	12
C	8	Thranduil's Halls	7	5
I	2	Mirkwood	0	2
F	13	vs. Mouth	4	4
A	1	Wilderland	3	1
M	3	factions	0	0
K	5	Spiders	0	0

1	Thranduil of Mirkwood	h102,p102	14	Many Turns and Doubts	h110,d110
2	Thranduil of Mirkwood	h102,p103u	15	Sated Beast	h101,d103
3	Thranduil of Mirkwood	h103,p103u	16	Sated Beast	h102,d103
4	Thranduil of Mirkwood	h108,p108u	17	A Friend or Three	h105,p106
5	Aramacar	h110,d110	18	A Friend or Three	h107,p107
6	Heladil	h104,u104	19	A Friend or Three	h110
7	Wood-elf	h105,u106	20	Marvels Told	h101,p101
8	Wood-elf	h107,d108	21	Marvels Told	h103,p103
9	Arhendhil	h106,p106,d109	22	Marvels Told	h108,p108
10	Legolas of Greenwood	h106,d107	23	Say 'Friend' and Entertain	h101,d103
11	Legolas	h104,d104	24	Senses More Keen	h105,d105
12	Othar	h106,d106	25	Elven Bridge	h104,p104
13	Galion	h104,d104	26	Elven Bridge	h105,p106
14	Lardin Aril	h106,d211	27	Gates of Morning	h103,p103
1	Bow of Dragon-horn	h110	28	Gates of Morning	h107,p107
2	Great Bow of Yew	h103,p103	29	The Sun Unveiled	h101,d103
3	arrows shorn of ebony	h101,d102	30	The Sun Unveiled	h104,o105
4	Gold Belt of Lórien	h105,p106	31	The Sun Unveiled	h106,d106
5	Quickbeam	s00,p102	32	Crept Along Carefully	h109,p110
6	Beasts of the Wood	h103,d103	33	Greenwood the Greenwood	h110,p211
7	Wild Hounds	h103,d103	34	Smoke Rings	h104,p104
8	A Panoply of Wings	h102,i104	35	Smoke Rings	h108,p108
9	Great Falcons of Mirkwood	h110	36	Smoke Rings	h109,p109
10	Raft-Elves	s00,d101,r104s	37	Longbottom Leaf	h105,p105
		h106,i107,r108s	38	The Weavetress	h102,p103
		h109,d109,r109s	39	The King's Hunting	h106,p107
		h109,p110	40	Block	s00,p101
11	Ravens of Northern Forest	h104,p106			g107kh,p108
12	Entwives	h107,p109			
13	The Road to the West	h104,p110			

H=draw to hand; p=played; r=shuffled, d=discard from hand, g=grabbed from DP/SB.

U= used in odd way(Refused); s=started game in hand; i=failed influence check;

X=dumped to DP from sidebar, v=dumped to playdeck from avatar tapping.

F=fetched to hand from PD.

			h110			SIDEBORD		
1	Giant Spiders		h103,p104,r105a		1	Elven Cloak	g107w	
2	Giant Spiders		h107,d108		2	Elven Cloak	g108w	
3	Giant Spiders		h108,d109		3	Elven Cloak	g109w	
4	King-spider		s00,p101,k		4	Wandlimb	x102	
5	King-spider		s00,p102		5	Wood-elves	v106,h110,p110	
6	King-spider		h106,d107		6	Elves of Taur Romer	x102	
7	Lesser Spiders		h106,p106		7	Clean the Greenwood		
8	Lesser Spiders		h106,p107		8	Hollowed of Thy Left Breast		
9	Lesser Spiders		h107,p108,k		9	When You Know More		
10	Shelob's Brood		h103,p104		10	Cloaked By Darkness		
11	Shelob's Brood		h108,d109		11	Cloaked By Darkness		
12	Shelob's Brood		h110,p211		12	Cloaked By Darkness		
13	Thranduil's Folk		h101,d104		13	Master of Wood, We	x103	
14	Thranduil's Folk		h102,d106		14	Master of Wood, We	x103	
15	Thranduil's Folk		h107,u108wwr		15	Healing Song	x103	
16	Ta-Fa-Lisch		h104,o105		16	Healing Song	x103	
17	Ta-Fa-Lisch		h105,p106		17	Elf-path	x103,g104,p105	
18	Ta-Fa-Lisch		h108,d108		18	Elf-path	x102,g103,p104	
19	Bairanax Ahunt		h101,d101		19	Palm to Palm	x102	
20	Chill Them With Fea	s00,p101			20	Refuge	x102,f102,p104	
21	Spiders Huge and H	h103,p104			21	Ranger's Gear		
22	Spiders Huge and H	h107,p108			22	Greenwood the Great		
23	Spiders Huge and H	h109,p110			23	LongBottom Leaf		
24	Black Vapour	h104,d104			24	Herald of Gilgalad		
25	Black Vapour	h107,p107			25	The Trees Have Ear	r105lb,h110,p110	
26	Black Vapour	h110,p211			26	Lord of Wood and B	r105lb,h106,d107	
27	Full of Froth and Rag	h101,p101			27	Prince of Mirkwood		
28	Flies and Spiders	h101,p102			28	Galadhrim	r104a,h105,d106	
29	Flies and Spiders	h107,d110			29	Galadhrim	r104a,h107,d107	
30	Flies and Spiders	h108,p211			30	Failed Leadership	e1	
31	Two or Three Tribes	h109,d109			31	Brutal Commands	e1	
32	The Watchful Peace	h109,d109			32	Burdensome Comm	e1	
33	Darkness Made By I	s00,o101			33	Dragon's Sleep		
34	Darkness Made By I	h102,d102			34	The Reek	r101,h106,d107	
35	Darkness Made By I	h104,d104			35	The Reek		
36	Pit Trap	h107,d107			36	The Reek		
37	Devouring Wyrms	s00,p101			37	Elven Custody	e1	
38	An Unexpected Outp	h101,p101			38	Elven Custody	e1	
39	An Unexpected Outp	h103,h104			39	Slip Treacherously		
40	An Unexpected Outp	h104,p105			40	Unabated in Malice		

<a href="#">top</a>		avatar	Blade			avatar	Blade			MP	DP	SP
1			TH	TH			Wellingha	TH		7	86	4
2	avatar	TH	Wellinghall			TH	Wellinghall			7	77	4
3		TH	Wellinghall			TH	Caraas Amarth			8	70	4
4		TH	Caraas Ar	TH		Refuge	TH	TH		9	60	5
5		Refuge	TH			TH	TH			9	51	5
6	Arhendhil	TH	TH	TH		TH	Lorien	Refuge.NR		9	43	5
7		TH	Lorien	Refuge.NR		TH	TH	Celebannon		12	35	5
8		TH	TH	Celebannon		TH	Mountains	Mountains of Mirkwo		12	23	7
9	d-Arhendhil	TH	Mountains	Mountains of Mirkwo		TH	Logath Camp			12	17	7
10		TH	Logath Camp			TH	Celebannon			11	11	7
11		TH	Celebannon			Caraas A	Caraas Amarth			13	6	7
12										14	71	8

	HL	SiteOO	sitepath	w	stk	cc	site type	site moved	AA	item	item	faction	ally	mission
1		3 TH 2 TH	w-bl-w-w		3	1	Marvels Told	f haven	Wellinghall TH					
2		3 TH 3 Wellinghall						haven f	TH Wellinghall				Quickbeam	
3		3 TH 3 Wellinghall	Marvels Told w-w-bl-w					haven ruins	TH Caraas Ar	traps	Great Bow of Yew			
4		2 TH 3 Caraas Amarth	w Elf-path					f haven	Refuge TH					
		2 TH	w-w Elven Bridge						TH					
5		2 Refuge 4 TH	w Elf-path					haven	TH TH					
6	Arhendhil	2 TH 3 TH 2 TH	w-bl w-w	Elven Bridge	2	1		haven f	TH Lorien Refuge.NR		Gold Belt of Lorien		Ravens of Northern Rhovanion	
7		2 TH 3 Lorien 2 Refuge.NR						haven f	TH TH Celebannon					
8		2 TH 3 TH 2 Celebannon	Marvels Told w-w w-w			1		haven ruins	TH Mountains of Mirkwood Mountains of Mirkwood					
9	d-Arhendhil	2 TH 3 Mountains of Ml w-w-w2 2 Mountains of Ml w-w						haven bh	TH Logath Ca men TH				Entwives	
10		3 TH 2 Logath Camp	w2-w-w					haven f	TH Celebannon				Wood-elves Raft-Elves	
11		3 TH 2 Celebannon	w-w w-w			2	1	Marvels Told	ruins Caraas Amarth Caraas Ar trap				Wild Hounds	Greenwo

*outpost*	2	0	Brutal Commands
Twilight	0	0	Failed Leadership
Bairanax Ahunt	0	0	Dragon's Sleep
Giant Spiders	1	0	Burdensome Commands
King-spider	2	3	Spiders Huge and Horrible
Lesser Spiders	3	0	Elven Custody
Shelob's Brood	2	1	Full of Froth and Rage
Thranduil's Folk	0	0	Two or Three Tribes Present
Lord of the Woods	0	0	Pit Trap
Galadhrim	1	0	Unabated in Malice
Ta-Fa-Lisch	1	0	Darkness Made By Malice
		2	Black Vapour
		3	Flies and Spiders
		0	The Reek
		1	Devouring Wyrms
		0	Slip Treacherously
		0	The Watchful Peace
		0	Crossing the Borders
		1	Chill Them With Fear