

GOLLUM/AGENTS

50f

| | | |
|----------|---|---------------|
| C | 0 | Under-grottos |
| I | 0 | Under-deeps |
| F | 3 | vs. Thorongil |
| A | 6 | Stealth |
| M | 6 | Agent |
| K | 0 | The Precious |

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|--|--|
| <u>RESOURCE DECK/HAZARD DECK</u> | |
| 40 cards in R. deck, 00 cards in sideboard | |
| 40 cards in H. deck, 00 cards in sideboard | |
| 3 characters in deck, 4 starting cards | |
| 13 creatures | |
| 106 total cards | |

This player will be tricky to include into FATE, but I think it can happen. Even if this player is not used, I had fun making the player. Such a player needs flexibility from the rules. This player has a narrow strategy: Move to gain 16 MPs for no region movement restriction. Follow Ringbearer to steal the One Ring at an opportune time. That will mean to hide-out in Dagorlad. I wanted to limit new cards < 5. This player definitely needs to be play-tested extensively.

Note: I do not want it to be much harder for the heroes to play Gollum than it will be with Sméagol as a player. This will save Gandalf a trip to a dangerous site to play (i.e. Goblin's Gate) to play Gollum and almost guarantee that he can play Gollum after attacking Sméagol near Mordor and for the minions to not have Stinker in play. In this case, the minions do not want to play Stinker. Gandalf will then rarely if ever have Gollum's scout skill and canceling ability.

The problems with this player, Sméagol, are many.

I made an avatar card at the end of this file, but using My Precious fits well too.

Gollum=hero ally, Stinker=minion ally, Sméagol=avatar

(1) He will be the 49th player, how does his turn sequence fit in with the others?

This player will only have White players as his hazard players. Therefore, that gives him 20 opponents, since Sauron let him free. There will be no fifth hazard player.

Sméagol will never be the first hazard player, but always the last (sixth hazard player). But Sméagol will be the sixth hazard player for all of the White players in his Division. This allows him to use his fast hazard events and not waste hazard limit for others. Upon the end of his Division's Group turns, he can discard one card, then draws/discard to hand size.

Sméagol's resource player will go after all minions have their resource turn.

In addition, when the hazard limit is no longer used by minion players, the hazard limit passes without decline to this player.

In addition, this player may play hazard events at any time in this Group e.g. Like the Crash of Battering Rams, *Foe Beyond Any of You*.

(2) He is a hobbit. Can he have other characters? If not, how will he survive?

He can have other characters and have 20 GI to hinder influencing away his precious. However, these characters will only be allies later affected by the new card *Tastier Meats*. Such allies affected by *Tastier Meats*, will count against general influence. These allies can move, if alone, during the organization phase with no movement/hazard phase, and join with Sméagol at the start of the site phase. Last Child of Ungoliant and The Great Willow are sages and thus great methods to play Voices of Malice.

Option:

Allowance for characters add flavor to the game. The first character allowed is Prisoner From Ost-in-Edhil. Yes, I know it is a Sauron specific card, but hear me out. The elf can move safely in Mordor drawing cards. He is a Sage that can use Voices of Malice. He can test a gold ring item easily at Mount Doom. In addition, a hero player can try to rescue this elf. However, that is not in any deck. I think of this minion elf as a double agent to Sauron ["You let this Gollum creature go. I know why. I will be patient and get this One Ring before it comes to you. I will befriend Shelob and take the ring myself while I am here in your tower safe."] Can this elf start the game? Yes. A buffer of 12 GI is still there. Can this player have any other characters? I would say no. Sméagol's thoughts of the elf ["This elf tried to trick me during the questions. But has no love to Sauron. The elf wants to use me. I will use him. If I return to Shelob's Lair, it is the elf I will give as a gift to the Lady."] The elf is the sacrifice to play Shelob Ahungered.

(3) Can he win the game, if so how?

Gollum in the books did recover the Ring, but he fell into the Cracks of Doom. Therefore, Sméagol can recover the Ring to 'win' and get many MP, but the game will continue. If this happens, the Sméagol player did a great job by doing the most of what he needed to do. This player will get a prize no less than that of the 'winner' of FATE.

Yes, his MP will be counted after the councils, so any player who wants to win FATE during the Council of Middle-Earth must have more MP than Sméagol, else the game will continue...or the players can just decide Sméagol truly won the game by having the Ring and the most MP of all the players. Highly unlikely, but I want such a ruling in place if it happens.

(4) Does he need MP? If so, what can he play and not play?

He can only play minion minor items, minion gold rings, minion special rings, minion special factions. Minion gold rings can be tested if he is a sage with the appropriate minion resource. He can be a sage with Magic Ring of Enigma or have a sage ally/character in play.

(5) How will he move, any restrictions?

Sméagol cannot move into or be in Gorgoroth unless the One Ring is at a site in Gorgoroth or with an ally.

He will start the game at the Under-grottos.

He cannot enter a normal Free-Domain unless he has a Ring of Power or a Ring of Power is in a Free-Domain.

What about giving him the Ranger skill? That allows him to play those ‘mountain’ resources and Crept Along Cleverly. He will have the Ranger skill.

(6) How will Sméagol affect Gollum’s manifestations; can they ever be played?

I want the other players to have chances to play the manifestations. There is a resource (It Made Me Do It) for Sméagol to get his avatar back into play if another manifestation is in play, to give the manifestation some work. That means the Sméagol player may go a few turns without a character.

I want a method to have Sméagol face-down so a manifestation can be played, like when Faramir captured Gollum at the pool. Gollum was ‘healing’ by eating fish. With so few havens in restricted places it will be an issue for Sméagol to heal. **For now, Sméagol can heal from wounded to tap, by turning face down at the end-of-turn phase at a Ruins & Lairs**, and on his next turn if none of his ally manifestations are played, to be turned face-up and tapped at the start of his ORG phase. He can do this at any at his home sites. He can play minor items like Foul Smelling Paste. I expect him to be wounded a few times each deck cycle.

If he heals like this, he will skip his UNTAP phase and all that it entails (including corruption checks and removal opportunities).

(7) What about havens?

He will have a haven and home sites. His haven and only haven is Under-grottos. His home sites still keep their automatic-attacks, and playables. His home sites will stay unique. Under-grottos is a haven for all purposes, but character play. He can store resources at any home site and haven.

Can he be attacked at his home sites? No. He can turn face-down while tapped or untapped at his home sites. This will protect him from CvCC; his manifestations can still be played. Therefore, this face-down action is a risk for Sméagol.

(8) Storing resources?

He can store resources at any home site. Events like News of the Shire will go directly into his MP pile. Those that need to be stored at a haven are automatically placed in the MP pile. Gold rings are not tested if stored. Stabbed Him In His Sleep is an exception. On a successful play, the card does go into the MP pile. But a new card makes the event a prisoner. True, it is odd this prisoner is “stored” and moves along with the avatar somehow. It is possible to keep the resource with the avatar, but limit movement to three turns.

(9) Corruption

I do not want to load Sméagol with corruption, but he does have a bonus.

The effect of failing a corruption check will be like the minions. If he fails a CC by two or more, then just discard him. The lowest CP total he has to worry about is 8 CP.

(10) Healing

For now, Sméagol can heal from wounded to tap, by turning face down at the end-of-turn phase at a Ruins & Lairs, and on his next turn if none of his ally manifestations are played, to be turned face-up and tapped at the start of his ORG phase.

(11) Sites

Sméagol is treated like a Dragon-lord when using sites.

But he follows the minion rules for detainment attacks and of the automatic-attacks in inner Mordor (Imlad Morgul, Udûn, Gorgoroth, Nurn).

He cannot move to any hero haven, elf-hold, dwarf-hold, or darkhaven. Under-grottos will be a haven for him with nothing playable and no AA. That site is his only haven if even that site is made a haven by another player.

Nb. You may still play minion resources at hero sites.

(12) A fix for the biggest hole in MECCG

Some have pointed out that the One Ring can be sent into a “void.” This can happen if a Wizard bearing the One Ring plays Sacrifice of Form. The fix is to let Sméagol have the One Ring playable at the site where the sacrificed occurred. The One Ring will still be kept “off to the side” with the spell, but Sméagol will have the opportunity to play the One Ring. or to let him test a gold ring at the site with or without a bonus.

This fix alleviates a big issue. I do not want the One Ring to stay ‘hidden’ indefinitely just because one player does not want to play his Wizard again.

(13) Rings

Sméagol can take control of any ring borne by a prisoner stored at a site or kept in play by the event *Left on the Field*.

In addition, Sméagol can take control of any item borne by one of “his” minion agents used as agents. Only Four He Has can get an agent a ring special item. Sméagol then only has to move to the same site as this agent, which will be legal. The next Organization phase the “transfers” commences with eliminating the agent. The logic is that Sméagol sensed the ring and was drawn. Sméagol found the agent alone in the wild easily taking away the ring. This can give Sméagol more MPs and a useful item.

In addition, he can use some hero resources (Halfling Stealth, Halfling Strength, Trickery, Riddle Game). Look at the deck I made for him. Most of the resources can cancel or prevent strikes/attacks without tapping! His Precious will be safe.

(14) Other

Sméagol can use any resource that targets a hobbit by use of card.

If Sméagol takes control of an ally, the ally stays with him until he moves out of the region.

Sméagol’s company type is minion and covert. Bearing the One Ring = he is overt.

Who will play against?

This player will go against each Hero Division once for the first 20 turns. Then this avatar can select which Division to play against for the last four turns if the One Ring is not in play else this player will always play against the Division with the One Ring in play during the last four turns.

I do not want this player to face the Eriador or Wilderland Division for turns 13-20 since the One Ring will likely be there for the last four turns. Thus, here are the Divisions to play against:

1-4 Utter South

5-8 Harad
9-12 Gondor
13-16 Northern Waste
17-20 Wilderland

This mirrors Thorongil hazard players

(14) My Precious

This hazard agent can be played alongside Sméagol and “moves” with Sméagol in all cases. No hazards or resources played by other players affect My Precious unless specifically affecting this hazard agent (e.g. On the Precious, Curse the Baggins).

My Precious allows the manifestation to act during the hazard phase, specifically using Only Four He Has, when Sméagol is face-down..

Two Manifestations in play

What follows now is the oddest aspect of Fate. This player may act with a different manifestation during this resource and hazard turn.

As normal, the Sméagol avatar card acts like any other character and also start play. However, Necromancer minions are searching for this wretched character. Then Thorongil will also search after Turn 10.

First, how can another player get a manifestation into play? Either Sméagol is a prisoner through a different manner, using On The Precious at the same site as Sméagol, or by the mechanism on the My Precious card. Therefore, Necromancer will use On The Precious to be attacked by the agent manifestation then to play Stinker. Strider will do the same but play Gollum.

Second, what happens to the Sméagol avatar card and the My Precious agent hazard? At this point, Sméagol will be placed off to the side, but My Precious will be turned face-down keeping the hazard permanent-events on the agent (e.g. Never Seen Him, Gollum’s Cave). While Stinker is in play, this player may move, face-down, My Precious during his own turn to the same site as the ally manifestation. This player will have a resource turn with only an untap phase. Now, My Precious must move to the same to play We Wants It. If successful, Sméagol comes into play at the same site. This is the purpose of the new card For Good or Ill to grab We Wants It almost on every turn to get loose.

Curse the Baggins has the change to instead of eliminating the manifestation is to play Sméagol and My Precious on Mount Doom if stored at Barad-dur else Dol Guldur. If this happens, then the Padding Feet MPs are given to the Necromancer player at the end of the Avatar Decks.

No hero cards can affect My Precious specify above (e.g. Here is a Snake, Ordered to Kill).

RESOURCES (40/00)

- 1 Stabbed Him in His Sleep
- 1 Stabbed Him in His Sleep
- 1 Padding Feet
- 1 Shelob Ahungered
- 3 Last Child of Ungoliant
- 3 The Great Willow
- 3 The Queer Forest
- 1 The One Ring

8/0

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- 2 Halfling Stealth
 - 1 The Riddle Game
 - 2 What Have I Got in my Pockets
 - 3 Three Guesses
 - 2 Trickery Sc
 - 1 A Nice Place to Hide Sc
 - 2 Sneakin Sc
 - 1 Flight Unmarked
 - 1 Down the Hurrying Waters
 - 1 Diversion
 - 2 Not Slay Needlessly
 - 2 Voices of Malice Sa
 - 1 All Thought Bent upon It Sa
 - y Rumor of the One
 - 1 An Untimely Whisper
 - 1 Piercing All Shadows R
 - 1 Not Careful About That pe
 - 3 Hideous Lust and Rage
 - 1 Hatred
 - 1 Own Thoughts and Devices
 - 1 For Good or Ill
 - * Out He Crawled
 - * Riddles in the Dark
 - * Little Boat
 - 2 Tastier Meats

32/0

HAZARDS(40/0)

40/0

- 1 My Precious
- 1 Lobelia Sackville-Baggins
- 1 River
- ~~1 Snow in the Mountains~~
- 1 Lost at Sea
- 1 Lost in Free-domains
- 3 Cruel Caradhras
- 1 Courtesy Lessened of Late
- 1 Arouse Defenders
- 1 Incite Defenders
- 1 Arouse Minions
- 1 Arouse Denizens
- 1 Incite Denizens
- 1 Fear Fire Foes
- 1 Unabated in Malice
- ~~1 Fire Unwatched~~ ————— It Made Me Do It
- 1 Weariness of the Heart
- 1 The Ring's Betrayal
- 1 Come At Need
- 1 Stay Her Appetite
- 1 Gnaw with Words
- 1 Muster Disperses
- 3 Like the Crash of Battering Rams
- 3 Left on the Field
- 3 Foe Beyond Any of You
- 1 Drawn to Its Master
- 1 Hunt for the Ring
- 1 Lure of the Rings
- 1 Never Seen Him
- 1 Gollum's Cave
- 1 We Wants It
- 1 Only Four He Has
- 1 Behind the Hedge

SITES

| | | | | |
|----|-------------------|------------------|-------------------|---------------|
| SR | Dol Guldur | heal | | |
| IM | Imlad Morgul | | | |
| AV | Eagle's Eyrie | | | |
| AV | Beornings House | | | |
| WF | Cerin Amroth | Info, m, M, ring | elf.3w9, elf.2w10 | |
| WF | Lórien-pR | m, M, G, ring | e48,e39,e210 | |
| Fa | Wellinghall | m, M | plant, plant | |
| An | Minas Tirith-pR | | | |
| WR | Thranduil's Halls | | | |
| WR | Celebannon-pR | Info, m#, M# | elf.3c8 | |
| SM | Ceber Fanuin | Info, m, ring | elf | |
| SM | Rhosgobel | | | |
| Lb | Pelargir-pR | | | |
| AV | Maethelburg-pR | Info, m.food | men.2d6 | * |
| | Cair Andros-pR | | | |
| WM | Woodmen Town | | men.d6 | |
| NR | Dale-pR | ring | men | * |
| NR | Lake-town-pR | Info | men.xc6 | * |
| SR | Stray-hold | Info, m, M | men.3w8 | <i>minors</i> |
| Do | Shrel-Kain-pR | m, M* | men.xd8 | * |
| AV | Gladden Fields | ring | undead | * |
| AV | Carrock-pR | | | * |
| AV | Framsburg-pR | m | | * |
| WF | Hermit Hill | m | men.3w6 | |
| Fa | Lind-or-Burum | Info | plant.1w10a | |
| GI | Glittering Caves | m, M | pukel.1w9 | |
| MS | Turukulon's Lair | m, ring | Dragon.2s9 | |
| Ro | Amon Hen-pR | Info | undead | |
| An | Osgiliath-pR | | | |
| WM | Caraas Amarth | m, M, ring | traps.2.11 | |
| HM | Cor Angaladh-h | m, M, ring | undead.2.8 | * |
| HM | Mountains of Mirk | Info, m | spider.3.7 | * |
| BL | Bandit Lair | ring | men.3w6 | * |
| Da | Amon Lhaw-pR | Info | *Bh, Rohan | * |
| Gu | Mount Gundabad | m, M | orcs.xo7 | |
| HM | Sarn Goriwing | m, M | orcs.3w5 | * |
| Da | Dead Marshes | m, M | undead.2w8 | |

MINIONS-6 **agents: 28 mind**

3 Prisoner from OE 8/2/4/8 W/Sa Noldo

1 My Precious 4/0/2/9 Sc hobbit

1 Lobelia 3/1/0/9 Sc hobbit

2 Râisha 5/1/5/9 W/Sc man VariagC, EasterlingC, Laorko

3 Baduila 8/2/6/8 W/Sc/R man Gundabad, Morkai

1 Eun 3/0/4/8 W/Sc man Vale Erech, Calembel

2 Ôm-buri Ôm 5/2/2/9 Sc/R man DrudanF, WPH, Stone-eirele

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|--|
| SMÉAGOL – Scout/Ranger Hobbit (R) |
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[GI: 20; Mind: 4; DI: 0; P/B: 2/10; Home Site: The Under-Grottos]

Unique. Manifestation of Gollum. If Sméagol attacks and fails but is not defeated, the defender may tap a character in the target company to play Gollum or Stinker (Sméagol is discarded).

Untap at the end of his movement phase. Heal at Ruins & Lairs. +2 to riddle attempts against non-hobbits. +2 to under-deeps rolls. +4 corruption check modification.

OUT HE CRAWLED - Permanent-event (C)

Sméagol specific. Place a token on it when target taps during the site phase at a Border-hold for no other affect in a different territory without a token. Discard a token at the end of your turn to turn Sméagol face-down. Turn Sméagol faced-up at the start of your Organization Phase. You may start the game with this card in lieu of playing a minor item.

LITTLE BOAT - Permanent-event (R)

[SP: 1]

Unique. Sméagol specific. Place this card on Sméagol when he is in play. Tap to take one Down the Hurrying Waters from your discard pile to your hand. If moving to a port-on-river site, discard Down the Hurrying Waters from hand for no effect to reduce the hazard limit by one to a minimum of 1. You may start the game with this card in lieu of playing a minor item.

TASTIER MEATS PERMANENT-EVENT

Sméagol specific. Place this card on an ally controlled by Sméagol. Sméagol may move away from the ally. In this case, the ally is considered a character under general influence and only has a movement/hazard phase if planning to have a site phase for effect.

FOR GOOD OR ILL Permanent-event (R)

[SP: 1]

Unique. Sméagol specific. If on target, may tap For Good or Ill during your end-of-turn phase to take Trickery, Three Guesses, Sneakin' and put into your hand, or make a roll adding your MPs, if result is greater than 10 you make instead take We Wants It, Never Seen Him or Gollum's Cave.

WE SWEARS PERMANENT-EVENT

[SP: 1]

Unique. Sméagol specific. Make a roll when playing a skill or race card that taps target: if roll is greater than his stage points, then play the card without tapping target.

Alternatively, discard this card to choose defending strike in CvCC not during his turn if an opposing character has a mind fewer than your SP.

RIDDLES IN THE DARK - Permanent-event (R)

Unique. Sméagol specific. Place this card on Sméagol when he is in play. Rotate this card 90° (or place a token on it) when you win a riddling attempt. Discard one token to take a riddling event from the discard pile to your hand.

Each Stabbed Him in His Sleep in your MP pile is considered a prisoner.

IT DRAWS ALL EVIL TO IT PERMANENT-EVENT

[SP: 1]

Unique. Sméagol specific. Discard this card to shuffle any card into the playdeck only playable

on Sméagol. +3 prowess against attacks keyed to Shadow-lands, Dark-Domains and sites therein.

THE MURDER OF DÉAGOL

PERMANENT-EVENT

[SP: 1]

Unique. Sméagol specific. Discard this card to take to hand any card only playable on Sméagol from the discard pile or playdeck. Alternatively, discard this card to search playdeck, discard pile or take from sideboard My Precious.

PADDING FEET - Permanent-event (R)

Playable during the site phase on alone scout minion at the same site as a hero company containing a Hobbit. Also playable on a lone minion controlling Stinker. If during a following site phase target character is at the same site as the Hobbit, tap this card. This card never untaps. If then during a following site phase, target character is at the same site as the Hobbit, invert this card. If inverted, this card may be stored at a Darkhaven for 5 MP.

CHARACTERS

There are no other characters. However, an elf can be played and thus vulnerable to rescue using A Friend of Yore.

[Prisoner From Ost-in-Edhil is the only other character to be used as a character. Swarthy Sneering Fellow is in the deck for use as an agent. I might allow these agents to be used as characters too so to draw cards. The elf will move in Gorgoroth to sites that draw two cards. He will use Voices of Malice. Also, he will try to play Lady Child of Ungoliant, but needs to deal with the Orc automatic-attack on the hero site. Sméagol will try to play a gold ring item to later transfer to Prisoner From Ost-in-Edhil for testing at Mount Doom. Paltry Ring is the ring to give to Sméagol for use against detainment attacks.]

ITEMS

The One Ring is the only item that matters.

ALLIES

Last Child of Ungoliant is an ally currently not in any other Avatar Deck. I like to try to play the ally using a new resource event. Also, it will be 3 MPs. Shelob Abhungered is included for 1 MP, but a prisoner is needed to feed.

The Great Willow is another 3 MP Sage ally. Getting past the 12 prowess automatic-attack will be a hassle, which is why Come At Need is in the deck to time with Trickery.

FACTIONS

I cannot think of any faction that is useful. Unless you let him play Ghost-bane.

MISSIONS

Padding Feet is an obvious choice, but Necromancer has it as an event. I may change that, but 5 MP is a lot.

Maker's Map is a simple 2 MP event but not included. Amon Lhaw with its possible zero automatic-attack is a nice touch. Dimrill Dale is an option.

Stabbed Him in His Sleep is the card to acquire prisoner. It will be too tough for him to handle the automatic-attack and this event's attack.

CANCELLING EVENTS

There are 10 resource events to help handle strikes. Thus, once per turn have a canceller in hand. That two prowess is not going to help. I limited resource events to two copies. Halfling Stealth cancels any strike and handles automatic-attacks. Halfling Strength can heal, aid corruption, or untap the character. It seems that only the untapping ability is useful. Therefore, it was not included. Trickery handles many attack types.

Not Slay Needlessly cancels harsh attacks by Free Peoples. Orc Quarrels is not included due to avoiding sites with those types.

Sneakin' will remove creatures twice per deck. A specific resource, Little Boat, can take this to hand.

A Nice Place to Hide gives any Scout tapping to cancel one attack. Division cancels any attack at the cost of wounding the target.

Hideous Lust and Rage modifies prowess by +3, then untaps an unwounded character. This can help deal with that vicious creature like a dragon.

LOST, WE ARE LOST

Piercing All Shadows will help the character to move away from trouble while other companies are stuck. This permanent-event is 3 CP. It is hoped that when the event is no longer needed, the avatar will be discarded when an ally manifestation is played.

Hatred is a permanent-event giving +1 prowess against strikes and attacks of a specific type: Dunadan, Dwarf, Elf, Hobbit, Man, Orc, or Troll. Hobbit of course is the choice for theme. But I think that another is better. Man I thought would be needed with visiting Border-holds, but that now is moot with using Hero versions of those sites. May be Dunadan with expected creatures. No News of Our Riding may be a better choice.

While the Yellow Face Sleeps is for a stationary avatar. I like for this avatar to use it such that if he does not move, then his hand is increased by one until he moves again. Nice to have Gollum in the art, but there is no use for it as the card is written.

Own Thoughts and Devices is an unused card. It is okay if it is removed. This resource allows a Scout to tap during the Site phase to draw a card, or a Ranger to tap during the movement/hazard phase to draw a card, or a Sage to tap him during the Organization phase. Great for the Elf minion.

Down the Hurrying Waters is nice along Anduin River or in Northern Rhovanion. Little Boat can help more use with this card, else the event would not be included.

Flight Unmarked is great to hide at hidden sites or to run from trouble by moving to an Under-deeps site forcing the tailgater to visit the surface site while you draw a canceller.

RIDDLES

You need to steal or cheat to find the precious. The Riddle Game is there to discard cards from opponent's hand. This is good to remove cards that can hurt you by hazards or allies you want to play. But also you see the whole hand. Is the One Ring present?

What Have I Got in my Pockets is the master card to play The One Ring.

Three Guesses gives 3 rolls per riddling attempt, but each roll is modified by -2.

HAZARDS

Selecting the hazards for this player was a push to have such an avatar. Not many creatures were left unused in the 40 avatar decks. The fabulous artwork and devastating effects left me out of place like a dwarf on a horse or hobbit without a handkerchief. Forty hazards will start in the deck with only drawing cards during the resource turn. Therefore, the hazards must be fast to play or playable against any player.

I did not want to give this player An Unexpected Outpost to shuffle these nasty hazards.

CREATURES

~~There will be a creature minimum of 8 or 16 half creatures. That is the case. Note that any unique hazard event is not considered unique and cannot be eliminated affecting other manifestations. That is ignore any creature stat or text—just the event ability.~~

~~Five maia, four elves, four dragons, and three agents are the half creatures.~~ The agents will be used to discard Knowledge events, but will try to use **Only Four He Has** to capture special ring items. Swarthy Sneering Fellow has two prowess and three strategic home sites: Bree, Strayhold, Umbar.

GAME MECHANIC CHANGE

This player may play *Only Four He Has* on any attack by one of his agents event during the site phase against any player. This avatar is only playing hazards against hero players, but not too many have special gold rings. SSF only has two prowess and face down 4.

I thought about taking three Ranger agents from Akhôrahil and his copies of Seek Without Success. Then that Ringwraith will include SSF and a third Dunadan Mariner with third copies of creatures.

The five wizards or maia creatures will hurt minions more than heroes. Alatar the Hunter modifies maia attacks +1 strikes, +1 prowess, and attacker chooses defending characters. There are not many maia creatures and most are in hero decks.

Gandalf the White Rider increases the hazard limit by one against all overt minion companies. This can weaken those overt companies and thus allow using Only Four He Has to have better results.

Pallando the Soult-Keeper eliminates the next non-Ringwraith discarded again weakening overt companies.

Radagast the Tamer is a threat in Mirkwood. The event increases the hazard limit by one against all moving companies in Mirkwood. This can hurt companies starting in Mirkwood reaching a site in the Misty Mountains ready to play a manifestation that eats fish.

Saruman the Wise gives one additional corruption point to all ring items. Now, the ringbearer may become tap during the site phase ready to lose a finger from an agent with six teeth. Rumor of the One will then give each ring two corruption points.

Four elf creatures will cause minions more trouble. Lady of the Golden Wood is similar to Bane of the Ithel-stone. The event automatically cancels any effect that allows a minion player to search through or look at any portion of his play deck or discard pile outside the normal sequence of play. Three Voices of Malice are needed to remove this hazard causing more time of anti-leader events to cause friction.

Lord of the Haven is a short-event to tap up to two target characters in one company at a site in or moving through a Coastal Sea region. This can again help an agent select defending character to capture a ring special item or to keep the One Ring bearer on land.

Master of the House is a card grabber. Each player at the end of each turn may bring one Elf creature from his discard pile to his hand. Sméagol can only use this effect at the end of his resource turn. Minions will hate this card unless, again, these events are not really creatures for the Fate game. Thus, Lady of the Wood cannot be grabbed since it is not a creature for the game mechanics. Nonetheless, other players can grab elf creatures, like Galadhrim, to cause minions much trouble. I so much wanted to have Left on the Field be useable on items affected by Galadhrim. But Elf-archer can be grabbed and thus take minions prisoner.

Lord of the Woods is another threat to minion or overt minion companies. This time those companies in Narrows, Northern Rhovanion, Woodland Realm, Western Mirkwood, or Heart of Mirkwood have no attack keyed to those regions or sites therein be detainment. In addition, any company moving in those regions face an attack of elves of 2 strikes with 10 prowess and detainment against hero companies. Sneakin can be useful here, but cause trouble if the avatar wants to reach sites near Iron Hills where Hobbits vacation. SSF is near at Strayhold.

Four dragon creatures will give everyone trouble. Scatha at Home only modify all influence attempts by -1. This will slow strategies and force more tapping of characters. A failed attempt is a clear indication that a return to the site is needed, where an agent can lie in wait.

Smaug at Home hurts drawing cards. Each moving company draws one less card to a minimum of one at the start of the movement/hazard phase. This means that Sméagol should stay in the Anduin Vales getting that one card.

Throkmau at Home gives each Orc hazard creature keyed to a region or at a site in the Northern Waste +1 prowess and +1 strike. This will help get characters tapped, wounded, or capture.

Lomaw at Home modifies by -2 all flattery, offering, and riddling attempts made by/for characters or moving in the Northern Waste or Wilderland. This can hurt companies with Hobbits and allow this avatar to pounce for a steal.

HAZARDS

Cards were first selected from events unused or unwanted. If a card could cry, then it would be a card not in any of the other 41 decks (Eye+Nazgul too). I also wanted to have one copy for each hazard event except for Left on the Field, which you do not want to sit in hand. If this player steals three Ranger agents from Akhorahil, then Seek Without Success will be used. Aware of Their Ways was thought a good card, but only to discard – not to eliminate a card.

Only Four He Has is playable on a strike from an agent attacking a character bearing a ring special item. Use his Ordered to Kill and reveal on-guard. Success does not cause a body check, still wounds, and steals the ring item.

Will Shaken cannot be played, but if your hand is revealed and this event is in your hand, then the opponent gets this card in his MP earning him negative points.

The next two events are good for opponents not in Wilderland and thus affected by a few of the creature/event hazards.

No Escape From My Magic is played on a unique faction. The following turns each company moving with region movement in the same region as the faction's playability site or adjacent regions is affected. A roll is made to determine if the company has a site phase. Rangers, Scouts, and Diplomats help the company to have a site phase.

Trouble on All Borders is played on a unique faction. Each company moving through the same region as the faction's playability site or adjacent regions faces an attack. This attack is the same type as the faction of 4 strikes with 8 prowess. Sharing alignment makes the attack detainment.

Fake is a short-event forcing a ring test modifying the test by +2 or -2. Why would this player want to test the ring now? So the gold ring item can be tested without a later failed test to get the ring stolen sooner. Or to get the One Ring into play faster.

Drawn to Its Master is played on the bearer of a ring special item. This short-event will move the ringbearer, if corruption check fails, closer by one region to Dol Guldur or Barad-dur helping the ring to be stolen.

Hunt for the Ring is a permanent-event. This hazard adds more creatures to the company's problems during the movement/hazard phase. Every ring item in the company allows one Nazgûl or Maia, or one Dunadan or Man hazard creature with an asterisk played not counting against the hazard limit. Playing against the hero players will tap characters, weakening them.

Lure of the Rings is a permanent-event hurting hero characters bearing a gold ring item. Those characters must make a corruption check at the beginning of their movement/hazard phase. If the character is moving through Gorgoroth or a Dark-Domain, then this check is modified by -6.

Left on the Field is played on an item (except a unique ring item) that is discarded when a character leaves play or is taken prisoner. The hazard keeps the item in play at a nearby site. Now, any player may play that item at the site. Use this event to easily play items. Hope to place the item at easy sites like hero Border-holds. The event does not count against the hazard limit giving the chance to play always.

TURN 01

p.Lure of the Rings

@Under-Grottos, U

| | | | | | | | | | | | | | | | |
|---|---------|---|---|---|----|--------|--|----|---|--|--|----|---------------------|-------------|--|
| U | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 4+ | Out He Crawled | Little Boat | |
| | | | | | | | | | | | | | Riddles in the Dark | | |

| | | |
|-----------------------|-------------------|----------|
| Cruel Caradhras | Left on the Field | |
| Foe Beyond Any of You | Three Guesses | |
| Hatred | Voices of Malice | |
| Hideous Lust and Rage | 0 | |
| Hideous Lust and Rage | 0 | |
| Turn: 1 | Hand: 9 | MP: 0 |
| | | SP: 4 |
| | | PD: 74 |
| Lesser | Guild | Vald2 |
| | | Valdacli |
| | | Thg |

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home
, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins
, It is My Own, Hurling Rocks

UNTAP { get to surface }

ORG

Hatred (Men) played on avatar.

Move to Goblin-Gate.

MOVE

Smeagol, -ud,sh

h. A Nice Place to Hide

HL2, Lesser uses OG Reef

HL1, Guild plays An Unexpected Outpost to shuffle Darkness Under Tree

SITE

END

d. Left on the Field

h. Lost in Free-domains

TURN02

@Goblin-gate, U

| | | | | | | | | | | | | | | |
|---|---------|---|---|---|----|--------|--|----|---|--|--|----|---------------------|-------------|
| U | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 4+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | | | Riddles in the Dark | |

| | | |
|-----------------------|----------------------|--------|
| Foe Beyond Any of You | Lost in Free-domains | |
| Cruel Caradhras | Three Guesses | |
| A Nice Place to Hide | Voices of Malice | |
| Hideous Lust and Rage | 0 | |
| Hideous Lust and Rage | 0 | |
| Turn: 2 | Hand: 9 | MP: 0 |
| | | PD: 68 |
| | | SP: 0 |
| Guild | Valdacli | Lesser |
| | | Vald2 |
| | | Thg |

, Wardens of the Woodland Realm, Merkampa at Home

, Thrice Outnumbered, All Dead All Rotten, Doors of Night, Mordor in Ruins

, Great Need Or Purpose

UNTAP

ORG

Moves to Woodmen-Town to rotate Out He Crawled.

MOVE

Smeagol, -w-bl-w,bh

HL2, Guild-x

HL1, Valdacli plays Beacons Alight

SITE

Woodmen-Town, (1)Men---each faces 1 strike with 6 prowess (det against covert company)

Hideous Lust and Rage played, +3p

Smeagol, $2p+1.hate+3res-3x+9sroll=12$

Taps to Token Out He Crawled $0x+1=1$

END

TURN03

@ Woodmen-Town, U

| | | | | | | | | | | | | | | | |
|---------------------------|---------|-----------------------|---|--------|----|--------|--|----|---|--|--|----|---------------------|-------------|--------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | | Riddles in the Dark | | |
| All Thought Bent upon It | | Hideous Lust and Rage | | | | | | | | | | | | | |
| Flight Unmarked | | The One Ring(M) | | | | | | | | | | | | | |
| Diversion | | Behind the Hedge | | | | | | | | | | | | | |
| Stabbed Him in His Sleeve | | 0 | | | | | | | | | | | | | |
| Like the Crash of Batteri | | 0 | | | | | | | | | | | | | |
| Turn: 3 | Hand: 9 | MP: 0 | | SP: 0 | | PD: 58 | | | | | | | | | |
| Vald2 | Guild | Valdacli | | Lesser | | Thg | | | | | | | | | |

Skies of Fire

, Wardens of the Woodland Realm, Merkampa at Home
, Thrice Outnumbered, All Dead All Rotten, Mordor in Ruins
, The Way is Shut, Threat of Many Feet
, Great Need Or Purpose

ORG

Move to Easterling Camp.

LONG

MOVE

Smeagol, w-dd-sl-sl,bh

HL2, Vald2 keys Pirates to W. men. 3w7p

Smeagol taps to play A Nice Place to Hide, Scout, to cancel attack.

HL1, Vald2-x

Untaps at end of phase.

SITE

Easterling Camp entered. Aa1-men.1e5p,det

Hideous Lust and Rage played, +3p

Smeagol, 2p-3x+1.hate+3.lust+9sroll=12.

Taps to Token Out He Crawled 1x+1=2, Mordor.

END

Vald2 uses Thrice Outnumbered to shuffle Pirates.

TURN04

@ Easterling Camp

| | | | | | | | | | | | | | | | |
|---------------------|------------------|--------|--------|-------|----|--------|--|----|---|--|--|----|---------------------------|-------------|--------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | | Riddles in the Dark | | |
| Halfling Stealth | Three Guesses | | | | | | | | | | | | beautiful gold ring | | |
| Not Slay Needlessly | Voices of Malice | | | | | | | | | | | | Burglary | | |
| Shelob Ahungered | | | 0 | | | | | | | | | | Fast Asleep | | |
| The Great Willow | | | 0 | | | | | | | | | | necklace of silver and pe | | |
| 0 | | | 0 | | | | | | | | | | Hauberk of Bright Mail | | |
| 0 | | | 0 | | | | | | | | | | 0 | | |
| Turn: 4 | Hand: 8 | MP: 0 | PD: 66 | SP: 0 | | | | | | | | | Jungle Demon | | |
| Valdacli | Guild | Lesser | Vald2 | Thg | | | | | | | | | Persuasive Words | | |
| | | | | | | | | | | | | | arrows shorn of ebony | | |

Star of High Hope

, Wardens of the Woodland Realm, Merkampa at Home

, All Dead All Rotten, Mordor in Ruins

, Long Winter

ORG

Begin movement to Old Forest. Move to Bandit Lair (Necro is there; no).

Fanar is at Hermit's Hill. Move to Amon Lhaw instead.

MOVE

Smeagol, -sl-sl,RL. Amon Lhaw. Long Winter no effect (Ranger)

h. Drawn to Its Master

HL2, Valdacli-x

HL1, Guild keys Ghosts to SL, undead.3s9p.

Halfling Stealth cancels strike.

h. Sneakin', Unabated in Malice

SITE

END

d. Shelob Ahungered

[Will have this player face same Hero division as he is in for Minion division.]

TURN05 {Thorongil at The Carrock}

@ Amon Lhaw, U

| | | | | | | | | | | | | | | |
|---------------------|---------|------------------|---|--------|----|------------------|--|----------------------|---|--|----|---------------------|-------------|--------|
| U | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | | |
| Drawn to Its Master | | Three Guesses | | | | Flatter a Foe | | | | | | | | |
| Not Slay Needlessly | | Voices of Malice | | | | 0 | | | | | | | | |
| Sneakin' | | 0 | | | | Flatter a Foe | | | | | | | | |
| The Great Willow | | 0 | | | | Gates of Morning | | | | | | | | |
| 0 | | 0 | | | | Gnaw with Words | | | | | | | | |
| 0 | | 0 | | | | Twilight | | | | | | | | |
| Turn: 5 | Hand: 8 | MP: 0 | | PD: 62 | | SP: 0 | | Pallando | | | | | | |
| Pallando | League | Imrahil | | Yellow | | Thg | | Wizard's Voice | | | | | | |
| | | | | | | | | Wose Shamanist Amule | | | | | | |

More Alert Than Most

Enduring Tales

, Wardens of the Woodland Realm, Press-gang, Forgotten South of the World

, Mordor in Ruins

, It is My Own

UNTAP

ORG

Moves to Gondor to rotate and get closer to Old Forest. Move to Helm's Deep.

Tapping to play Sneakin.

MOVE

Smeagol, -sl-bl-bl,bh Helm's Deep

h. We Wants It, Like the Crash of Battering Rams

HL2, Pallando-x

HL1, League-x

HL1, Thg-x

Untaps.

h. Fear Fire Foes

SITE

Helm's Deep entered. Aa1-men.3s8p

Not Slay Needlessly cancels Men attack.

Smeagol taps token Out he Crawled for Gondor, $2x+1=3$.

END Cirdan.

d. Three Guesses

h. My Precious, Swarthy Sneering Fellow

TURN06 {Thorongil at Gyogorasag Sanctuary}

@ Helm's Deep, U

| | | | | | | | | | | | | | | |
|---------------------------|---------|---------|----------|-------|----|--------|--|----|---|--|----|-------------------------|-------------|--------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | | |
| Like the Crash of Batteri | | 0 | | | | | | | | | | A More or Less Decent C | | |
| The Great Willow | | 0 | | | | | | | | | | At Your Service | | |
| Voices of Malice | | 0 | | | | | | | | | | Dwarven Hoard | | |
| We Wants It | | 0 | | | | | | | | | | Frôr V | | |
| 0 | | 0 | | | | | | | | | | Shut Yer Mouth | | |
| 0 | | 0 | | | | | | | | | | 0 | | |
| Turn: 6 | Hand: 8 | MP: 0 | PD: 57 | SP: 0 | | | | | | | | When I Know Anything | | |
| Yellow | League | Imrahil | Pallando | Thg | | | | | | | | Clad in Mail-shirts | | |
| | | | | | | | | | | | | Tûr Betark | | |

Gates of Morning More Alert Than Most

Sun

Tokens to Show

, Wardens of the Woodland Realm, Press-gang, Forgotten South of the World

, Corlagon At Home, Mordor Rebuilt, Soldiers of the Dark Lord

Earth-tremors

UNTAP

ORG

Stay to draw cards; avoid W regions.

MOVE

Smeagol, -,bh. Helm's Deep

HL2, Yellow uses QG Dwarven Hoard

HL1, League-x Orc-warband in hand

HL1, Thg-x

SITE

END {Gandalf}

{The Queer Forest in hand; find a prisoner}

Update to Out He Crawled

Sméagol specific. Place a token on it when target taps during the site phase at a Border-hold for no other affect in a different territory without a token. Discard a token to make a roll adding his mp, a result greater than 10 allows you to grab from the discard pile a Scout-only card. You may start the game with this card in lieu of playing a minor item.

TURN07

{Thorongil at Temple of Kondri Odchi}

@ Helm's Deep,U

| | | | | | | | | | | | | | | |
|---------------------------|-------------------------------|---------|---|--------|--------------------------|--------|--|-----------------|---|--|----|---------------------|-------------|--------|
| U | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | | |
| Halfling Stealth | The Ring's Betrayal | | | | City Guard of Tenolkachy | | | | | | | | | |
| Like the Crash of Batteri | Trickery | | | | Dark Numbers | | | | | | | | | |
| The Great Willow | Voices of Malice | | | | Drowning Seas | | | | | | | | | |
| The Queer Forest | What Have I Got in my Pockets | | | | Elinse | | | | | | | | | |
| 0 | 0 | | | | Fair Sailing | | | | | | | | | |
| 0 | 0 | | | | Orc-warband | | | | | | | | | |
| Turn: 7 | Hand: 8 | MP: 0 | | PD: 52 | | SP: 0 | | Test of Form | | | | | | |
| League | Pallando | Imrahil | | Yellow | | Thg | | Uruk-lieutenant | | | | | | |
| | | | | | | | | 0 | | | | | | |

More Alert Than Most Gates of Morning

Clear Skies

Tokens to Show

, Wardens of the Woodland Realm, Fearful Sun, Forgotten South of the World

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home,

Khuzadrepa at Home, Ando-anca At Home, Many Shapes of Power and Fear, Bairanax at Home,

Mordor Rebuilt, Soldiers of the Dark Lord, Terror From the Deeps

, Elven Wards, Long Winter

UNTAP

ORG

Smeagol moves to Dunnish-clan hold to token OHC.

MOVE

Smeagol, -bl-w-w,BH. Dunnish-clan hold.

HL2, League-x

HL1, Pallando-x

HL1, Thg-x

SITE

Dunnish clan-hold. AA.all.men.7p, tx1 = 8p

Halfling Stealth played, hobbit, to cancel strike.

Smeagol taps at border-hold in Eriador. Token $3x+1=4$ to OHC.

END

{ Worried about discarding cards with no means to fetch/grab. Will make more stage specific resources just as I did with Thorongil. }

TURN08

{Thorongil at Henneth Annun}

@ Dunnish Clan-hold, U

| | | | | | | | | | | | | | | | |
|---------------------------|---------|-------------------------------|---|--------|----|--------|--|-----------------|---|----------------------------|--|----|---------------------|-------------|--------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | | Riddles in the Dark | | |
| Arouse Minions | | The Ring's Betrayal | | | | | | | | Concealment | | | | | |
| Stabbed Him in His Sleeve | | Trickery | | | | | | | | Concealment | | | | | |
| The Great Willow | | Voices of Malice | | | | | | | | Duilin | | | | | |
| The Queer Forest | | What Have I Got in my Pockets | | | | | | | | Elendilmir | | | | | |
| 0 | | 0 | | | | | | | | Fair Travels in Border-lan | | | | | |
| 0 | | 0 | | | | | | | | Golasgil | | | | | |
| Turn: 8 | Hand: 8 | MP: 0 | | PD: 49 | | SP: 0 | | Longbottom Leaf | | | | | | | |
| Imrahil | Yellow | Pallando | | League | | Thg | | Ransom | | | | | | | |

More Alert Than Most

Tokens to Show

, Wardens of the Woodland Realm, Fearful Sun, Forgotten South of the World

, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrepá at Home, Andonaca At Home, Bairanax at Home, Mordor Rebuilt, The Black Gate Closes, Terror From the Depths

, Elven Wards, The Back Door

UNTAP

ORG

Smeagol moves to The Willow Dingle with canceller in place.

MOVE

Smeagol, -w-w-w,RL. Willow Dingle.

HL2, Imrahil-x

HL1, Yellow-x

HL1, Thg-x

SITE

The Willow Dingle, (1)Awakened Plant---1 strike with 12 prowess

Smeagol plays Trickery,Scout, 9roll=9,cancel Awakened Plant attack.

Smeagol taps to play The Great Willow, taps site.

END {cirdan}

{Move to Bree for Stabbed, prisoner, return to Willow Dingle for faction play.}

TURN 09 {new cards, changes}
 @ The Willow Dingle,T

| | | | | | | | | | | | | | | |
|-------------------------|-------------------------------|----------|---------|-------|------------------------|--------|--|----|---|--|----|---------------------|-------------|--------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | 4+ | Out He Crawled | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | | |
| Come at Need | Voices of Malice | | | | An Unexpected Outpost | | | | | | | | | |
| Flight Unmarked | We Swears | | | | An Unexpected Outpost | | | | | | | | | |
| Stabbed Him in His Slee | What Have I Got in my Pockets | | | | An Unexpected Outpost | | | | | | | | | |
| The Queer Forest | 0 | | | | Concealment | | | | | | | | | |
| 0 | 0 | | | | Rolled Down to the Sea | | | | | | | | | |
| 0 | 0 | | | | Sacrifice of Form | | | | | | | | | |
| Turn: 9 | Hand: 8 | MP: 3 | PD: 45 | SP: 0 | Vanishment | | | | | | | | | |
| Saruman | Vidugavia | Denethor | Theoden | Thg | Variag Horse-Raiders | | | | | | | | | |
| Edoras | . | . | . | 8 MPs | 0 | | | | | | | | | |

Safe From the Shadow The Doom of Choice Erû's Gift Ordered to Kill
 Face Out of Sight

, Wardens of the Woodland Realm
 , Angurth at Home, Great Army of the North, Khuzadrepá at Home, Eyes in Their Service, It
 Stinks, Heart Grown Cold, Mordor Rebuilt, Bairanax at Home, Like Shreds of Cloud, The Black
 Gate Closes
 , War-wolves, Rumors of Danger
 , Out of the Swamps

UNTAP

Agent SSF at home sites.

ORG

Sharped Eyed Keen Eared played on Sméagol.

Voices of Malice played on Great Willow, tapping, discarding Eyes in Their Service.

Stays.

MOVE

Sméagol, -,RL. Willow Dingle.

HL2, Saruman plays An Unexpected Outpost to shuffle from SB: You've Put Your Finger In It

HL1, Saruman plays An Unexpected Outpost to shuffle from SB: Out of Practice

SITE

END Cirdan

Tastier Meats played on The Great Willow.

Sméagol discards *Eriador token* of Out He Crawled to turn face-down.

TURN 10

@ Willow Dingle, T

| | | | | | | | | | | | | | | | |
|-------------------------|-------------------------------|---------|---------|-------|----|--------|--|----|---|----|--|----|------------------------|---------------------|--------|
| U | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 4+ | He Came Out | Little Boat | Hatred |
| | | | | | | | | | | | | | Riddles in the Dark | Sharped Eyed Keen E | |
| T | The Great Willow | 3 | 0 | 6 | 9 | Plant | | | | Sa | | a | Tastier Meats | | |
| Come at Need | The Queer Forest | | | | | | | | | | | | Cave-drake | | |
| Flight Unmarked | What Have I Got in my Pockets | | | | | | | | | | | | Hauberk of Bright Mail | | |
| Left on the Field | | 0 | | | | | | | | | | | Lordly Presence | | |
| Stabbed Him in His Slee | | 0 | | | | | | | | | | | Lucky Strike | | |
| 0 | | 0 | | | | | | | | | | | Men of Dale | | |
| 0 | | 0 | | | | | | | | | | | Sellswords Between Cha | | |
| Turn: 10 | Hand: 8 | MP: 3 | PD: 40 | SP: 4 | | | | | | | | | Variags of Khand(H) | | |
| Vidugavia | Denethor | Theoden | Saruman | Thg | | | | | | | | | Were-Wolf | | |
| The Riddle C. | | | | 8 MPs | | | | | | | | | 0 | | |

The Doom of Choice Erû's Gift Ordered to Kill

, Wardens of the Woodland Realm, Echo of All Joy, Rammas Pelennor

, Great Army of the North, Drought, Like Shreds of Cloud, Doors of Night, Heart Grown Cold,

Mordor Rebuilt, Bairanax at Home, Out of the Swamps

, Fell Winter

, Wake of War, Plague of Wights

UNTAP

None-He Came Out previous turn

ORG

Turn Sméagol face-up.

Fell Winter hurting playing SHIHS.

No move; be safe.

MOVE.10-Smeagol

Smeagol, -,RL. The Willow Dingle

HL2, Vidugavia keys Cave-drake to RL. Dragon.2s10p,attacker

Smeagol, 2p+9mroll=11

Great Willow, 6p+9mroll=15; killed creature.

HL1, Vidugavia uses OG Hauberk of Bright Mail

SITE

END

Not Careful About That played on Sméagol,

TURN11

@ The Willow Dingle, T

| | | | | | | | | | | | | | | |
|---|---------|---|---|---|----|--------|--|----|---|--|----|------------------------|---------------------|--------|
| T | Smeagol | 4 | 0 | 2 | 11 | Hobbit | | Sc | R | | 4+ | He Came Out | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | Sharped Eyed Keen E | |
| | | | | | | | | | | | | Not Careful About That | | |

| | | | | | | | | | | | | | |
|---|------------------|---|---|---|---|-------|--|--|----|---|---------------|--|--|
| T | The Great Willow | 3 | 0 | 6 | 9 | Plant | | | Sa | a | Tastier Meats | | |
|---|------------------|---|---|---|---|-------|--|--|----|---|---------------|--|--|

| | | | | | | |
|-------------------------|---------|-------------------------------|-----------|--------|-----------------------|--|
| Come at Need | | Stabbed Him in His Sleep | | | Beregond | |
| Flight Unmarked | | The Queer Forest | | | Fly You Fools! | |
| Last Child of Ungoliant | | What Have I Got in my Pockets | | | healing herbs | |
| Sneakin' | | 0 | | | I Know Much About You | |
| 0 | | 0 | | | Mountains of Shadow | |
| 0 | | 0 | | | Smoke Rings | |
| Turn: 11 | Hand: 8 | MP: 4 | PD: 37 | SP: 4 | Sun | |
| Denethor | Theoden | Saruman | Vidugavia | Thg | War Preparations | |
| The Stones | . | . | . | 11 MPs | 0 | |

The Doom of Choice

, Wardens of the Woodland Realm, Echo of All Joy, Rammas Pelennor
 , Great Army of the North, Drought, Like Shreds of Cloud, Heart Grown Cold, Mordor Rebuilt,
 Bairanax at Home, Out of the Swamps
 , War-wolves
 , Wake of War, Plague of Wights

ORG

Smeagol moves to Lossadan Camp for prisoner.

Smeagol plays Sneakin'. 3roll <= 4 SP = no tapping.

MOVE

Sméagol, -w-w-w,bh. Lossadan Camp

h. Not Slay Needlessly

HL2, Denethor-x

HL1, Theoden-x

HL1, Thg-x

h. Only Four He Has

SITE

Lossadan Camp, bh. Men.---each.5p

Smeagol, 2p-3x+6mroll=5.

Play Stabbed Him in His Sleep; Men---1s9p

Not Slay Needlessly played to cancel attack/srik

END

Sméagol discards *Wilderland token* of Out He Crawled to turn face-down

h. Cruel Caradhras, Tastier Meats

TURN12

@ Lossadan Camp, U

| | | | | | | | | | | | | | | |
|---|---------|---|---|---|----|--------|--|----|---|--|----|------------------------|----------------------|--------|
| T | Smeagol | 4 | 0 | 2 | 11 | Hobbit | | Sc | R | | 4+ | He Came Out | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | Sharped Eyed Keen E | |
| | | | | | | | | | | | | Not Careful About That | Stabbed Him in His S | |

@ Willow Dingle, T

| | | | | | | | | | | | | |
|------------------|-------------------------------|-----------|----------|--------|---|-------|--|--|---------------------|---|---------------|--|
| U | The Great Willow | 3 | 0 | 6 | 9 | Plant | | | Sa | a | Tastier Meats | |
| Cruel Caradhras | The Queer Forest | | | | | | | | Block | | | |
| Flight Unmarked | What Have I Got in my Pockets | | | | | | | | Block | | | |
| Only Four He Has | 0 | | | | | | | | Erkenbrand | | | |
| Tastier Meats | 0 | | | | | | | | Herugrim | | | |
| 0 | 0 | | | | | | | | More Sense Than You | | | |
| 0 | 0 | | | | | | | | Rohir Weregild | | | |
| Turn: 12 | Hand: 8 | MP: 4 | PD: 33 | SP: 4 | | | | | Vampire | | | |
| Theoden | Saruman | Vidugavia | Denethor | Thg | | | | | White Mountains | | | |
| Hostel of the | . | . | . | 11 MPs | | | | | 0 | | | |

The Doom of Choice

Sun

, **Come at Need, Last Child of Ungoliant**, Wardens of the Woodland Realm, Legacy of Carcaroth, Echo of All Joy, Moon, Rammas Pelennor
 , Great Army of the North, Gostir Roused, Drought, Like Shreds of Cloud, Heart Grown Cold, Mordor Rebuilt, Bairanax at Home, The Moon is Dead
 , Nurnen, Arda Angered, Wake of War

UNTAP

None-He Came Out previous turn

ORG

Turn Sméagol face-up.

Smeagol moves to The Willow Dingle.

MOVE.12-Smeagol

h. Lobelia Sackville-Baggins

Smeagol, -w-w-w,RL. Willow Dingle

HL2, Theoden-x

HL1, Saruman-x

HL1, Thg-x

h.Muster Disperses

SITE

END {Gandalf}

SITE

The Willow Dingle, (1)Awakened Plant---1 strike with 12 prowess

The Great Willow taps to cancel Awakened Plant attack.

Smeagol taps to make INF on Queer Forest.11

discarding Stabbed Him in His Sleep as a prisoner

+5.greatwillow+5.prisoner+8iroll=18

TURN13

@ Willow Dingle, T

| | | | | | | | | | | | | | | |
|---------------------------|-------------------------------|----------|--------|--------|---------------------------|--------|--|----|---|----|----|------------------------|---------------------|--------|
| T | Smeagol | 4 | 0 | 2 | 11 | Hobbit | | Sc | R | | 4+ | He Came Out | Little Boat | Hatred |
| | | | | | | | | | | | | Riddles in the Dark | Sharped Eyed Keen E | |
| | | | | | | | | | | | | Not Careful About That | | |
| U | The Great Willow | 3 | 0 | 6 | 9 | Plant | | | | Sa | a | Tastier Meats | | |
| Cruel Caradhras | Tastier Meats | | | | Fair Travels in Wildernes | | | | | | | | | |
| Flight Unmarked | Piercing All Shadows | | | | Half an Eye Open | | | | | | | | | |
| Lobelia Sackville-Baggins | What Have I Got in my Pockets | | | | Known to an Ounce | | | | | | | | | |
| Only Four He Has | 0 | | | | Logath Herdsmen | | | | | | | | | |
| 0 | 0 | | | | Marvels Told | | | | | | | | | |
| 0 | 0 | | | | Rays of Helecthil | | | | | | | | | |
| Turn: 13 | Hand: 8 | MP: 7 | PD: 30 | SP: 4 | Rays of Helecthil | | | | | | | | | |
| Alatar | Thorin | Evermist | Dain | Thg | The Old Thrush | | | | | | | | | |
| Framsburg | Hostel of the | | | 11 MPs | 0 | | | | | | | | | |

Saw Further and Deeper Safe From the Shadow The Doom of Choice
 , Come at Need, Last Child of Ungoliant, Wardens of the Woodland Realm, The Watchful Peace,
 Devouring Wyrms, Rammas Pelennor, Leaguer of Pelargir
 , Great Army of the North, Arda Marred, Khuzadrepā at Home, Come At Need, Gostir Roused,
 Nasty Slimy Thing, Broken Heirlooms, Doors of Night, Mordor Rebuilt, The Black Gate Closes
 , Eyes of the Shadow, Great Secrets Buried There

UNTAP ORG

Piercing All Shadows played on Sméagol.
 Smeagol moves to The Last Bridge; make way to Shelob's Lair

MOVE.13-Smeagol

Smeagol, -w-w-w,bh. The Last Bridge
 h.The One Ring(M)
 HL2, Alatar plays Twilight to discard Doors of Night by Durlach

h. Like the Crash of Battering Rams

SITE

The Last Bridge, bh. Dunadan/Elf Creature of Eriador; none played
 He Came Out tapped to token it at a border-hold in Eriador.

END

Discard token on He Came Out to turn Smeagol face down.
 d. Tastier Meats
 h. Cruel Caradhras

TURN14

@ The Last Bridge, U

| | | | | | | | | | | | | | | | |
|---|---------|---|---|---|----|--------|--|----|---|--|--|----|------------------------|--------------|------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 1+ | He Came Out | Little Boat | Hatred |
| | | | | | | | | | | | | | Riddles in the Dark | Sharped Eyed | Keen Eared |
| | | | | | | | | | | | | | Not Careful About That | Piercing All | Shadows |

@ Willow Dingle, T

| | | | | | | | | | | | | | | | |
|---------------------------|------------------|-------------------------------|----------|-------|-----------------|---|--------------------------|---|---|-------|--|--|----|---|---------------|
| U | The Great Willow | | | | | 3 | 0 | 6 | 9 | Plant | | | Sa | a | Tastier Meats |
| Cruel Caradhras | | Lobelia Sackville-Baggins | | | | | Dragon's Hunger | | | | | | | | |
| Cruel Caradhras | | Only Four He Has | | | | | Thorough Search | | | | | | | | |
| Flight Unmarked | | The One Ring(M) | | | | | Orc-Guard | | | | | | | | |
| Like the Crash of Batteri | | What Have I Got in my Pockets | | | | | Block | | | | | | | | |
| 0 | | 0 | | | | | Necklace of Silver and P | | | | | | | | |
| 0 | | 0 | | | | | Thorin-avatar | | | | | | | | |
| Turn: 14 | Hand: 8 | MP: 7 | PD: 27 | SP: 4 | To Fealty Sworn | | | | | | | | | | |
| Thorin | Evermist | Dain | Alatar | Thg | Umli Traders | | | | | | | | | | |
| Lorien | Hostel of the . | | . 13 MPs | | 0 | | | | | | | | | | |

Saw Further and Deeper Safe From the Shadow The Doom of Choice
 , Come at Need, Last Child of Ungoliant, Wardens of the Woodland Realm, The Watchful Peace,
 Devouring Wyrms, Summons from Long Sleep, Redoubled Force, Summons From Long Sleep,
 Rammas Pelennor, Leaguer of Pelargir
 , Great Army of the North, Khuzadrepā at Home, Come At Need, Gostir Roused, Nasty Slimy
 Thing, Broken Heirlooms, Mordor Rebuilt, Bairanax at Home, The Black Gate Closes
 , Kolver Enraged
 , Eyes of the Shadow, Great Secrets Buried There

UNTAP ORG

Smeagol turned face-up

Smeagol moves to Woodmen Town to riddle; in Wilderland, risk to Thorongil against Division

MOVE.14

Smeagol, -w-w-bl, RL. Framsburg

h. What Have I Got in my Pockets

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

SITE

Framsburg, RL. AA-none given

Smeagol taps to play What Have I Got in my Pockets

Lady Galadriel has Fanar, Woodelf, Skinbark there.

Smeagol, +2.hobbit+2.card+10roll=14,

Fanar, 2roll=2. Names The One Ring: no such item in hand.

END OF CURRENT GAME

TURN 15

p. Arouse Defenders, Incite Defenders, Like the Crash of Battering Rams

h. Lobelia Sackville-Baggins, Halfling Stealth, The Riddle Game

@ Wose Passage-hold

| | | | | | | | | | | | | |
|------------|-------------|---------------------------|---|---------|----|---------------------|----|-------|--|--------|--------------------------|----------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | Sc | R | | 2+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | Riddles in the Dark | |
| | | | | | | | | | | | Own Thoughts and Devices | Hatred |
| | | | | | | | | | | | Piercing All Shadows | Padding Feet |
| | | | | | | | | | | | Not Careful About That | |
| | My Precious | 4 | 0 | 2 | 9 | Hobbit | Sc | | | 4+ | Gollum's Cave | Never Seen Him |
| crawled | | Diversion | | | | Not Slay Needlessly | | | | | | |
| Mordor | | Halfling Stealth | | | | The One Ring(M) | | | | | | |
| Wilderland | | Hideous Lust and Rage | | | | The Riddle Game | | | | | | |
| Eraidor | | Hideous Lust and Rage | | | | Three Guesses | | | | | | |
| Gondor | , Wardens | Lobelia Sackville-Baggins | | | | 0 | | | | | | |
| riddle | , Mordor in | Turn: 15 | | Hand: 9 | | MP: 0 | | SP: 0 | | PD: 32 | | |
| 2 | | Evermist | | Thorin | | Alatar | | Dain | | Thg | | |
| Feet | | . | | | | | | | | | | |
| tap | | | | | | | | | | | | |

ORG {Thorin has a hobbit in Forochel,

Move to White Towers where Gandalf should have Lobelia in play as an ally.

MOVE

Smeagol, -w-w-w-w,fh

h. Hunt for the Ring, Incite Denizens

HL2, Evermist plays An Unexpected Outpost

Taps to draw using OTAD, h. Foe Beyond Any of You

untaps

d. Lobelia Sackville-Baggins, The One Ring(M), Foe Beyond Any of You

SITE

The White Towers entered. Aa1-elves.3s9p, Engines of Defense, 3s11p

Not Slay Needlessly cancels.

Taps for The Riddle Game played with Three Guesses

Smeagol, +2.base+6/4/5.res=8,tie.

Gilraen, +2.base+6rroll=8

Padding Feet tapped (Lobelia ally present)

END

h. Flight Unmarked, What Have I Got in my Pockets

TURN 16

p. Hunt for the Ring, Incite Denizens

h. Come at Need, Lure of the Rings, Voices of Malice

@ The White Towers

| | | | | | | | | | | | | | |
|------------|-------------|-----------------------|---|----------|----|-------------------------------|----|--------|--|--------|----|--------------------------|----------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | Sc | R | | | 2+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | | Riddles in the Dark | |
| | | | | | | | | | | | | Own Thoughts and Devices | Hatred |
| | | | | | | | | | | | | Piercing All Shadows | Padding Feet |
| | | | | | | | | | | | | Not Careful About That | |
| | My Precious | 4 | 0 | 2 | 9 | Hobbit | Sc | | | | 4+ | Gollum's Cave | Never Seen Him |
| crawled | | Diversion | | | | What Have I Got in my Pockets | | | | | | | |
| Mordor | | Halfling Stealth | | | | Come at Need | | | | | | | |
| Wilderland | | Hideous Lust and Rage | | | | Lure of the Rings | | | | | | | |
| Eraidor | | Hideous Lust and Rage | | | | Voices of Malice | | | | | | | |
| Gondor | , Wardens | Flight Unmarked | | | | 0 | | | | | | | |
| riddle | , Mordor in | Turn: 16 | | Hand: 9 | | MP: 0 | | SP: 0 | | PD: 24 | | | |
| 2 | | Dain | | Evermist | | Thorin | | Alatar | | Thg | | | |
| Feet | | | | | | | | | | | | | |
| inverted | | | | | | | | | | | | | |

ORG

Voices of Malice played on Tastier Meats (The Great Willow). Taps using Not Careful About That to grab An Untimely Whisper. Moves to the Riddle Caves to hide.

MOVE

Smeagol, -w-w-w,rl

h. Cruel Caradhras, Sneakin'

Tookish Blood played on Smeagol.

HL2, Thorin plays Summons From Long Sleep

An Untimely Whisper played against Lord Thorin.

Untaps.

d. Come at Need

SITE

The Riddle caves entered. Aa1-5s11p

Taps on first strike.

END

TURN 17

p. Lure of the Rings

d. Cruel Caradhras

h. Gnaw with Words, Left on the Field

@ The Riddle Caves

| | | | | | | | | | | | | | | |
|------------|-------------|-----------------------|---|---------|----|-------------------------------|--|-----------|---|--------|--|----|--------------------------|----------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 2+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | | | Riddles in the Dark | |
| | | | | | | | | | | | | | Own Thoughts and Devices | Hatred |
| | | | | | | | | | | | | | Piercing All Shadows | Padding Feet |
| | | | | | | | | | | | | | Not Careful About That | |
| | My Precious | 4 | 0 | 2 | 9 | Hobbit | | Sc | | | | 4+ | Gollum's Cave | Never Seen Him |
| crawled | | Diversion | | | | What Have I Got in my Pockets | | | | | | | | |
| Mordor | | Halfling Stealth | | | | Gnaw with Words | | | | | | | | |
| Wilderland | | Hideous Lust and Rage | | | | Left on the Field | | | | | | | | |
| Eraidor | | Hideous Lust and Rage | | | | 0 | | | | | | | | |
| Gondor | , Wardens | Flight Unmarked | | | | Sneakin' | | | | | | | | |
| riddle | , Mordor in | Turn: 17 | | Hand: 9 | | MP: 0 | | SP: 0 | | PD: 20 | | | | |
| 2 | | Radagast Thrain | | | | Thranduil | | Galadriel | | Thg | | | | |
| Feet | | | | | | | | | | | | | | |
| inverted | | | | | | | | | | | | | | |

ORG {Gandalf is at Grey Havens. Thorongil is now at Umbar, will likely move to Minas Tirith next turn.} Move to Eagle's Eyrie (Radagast) as protection against minions.

Tap to play Sneakin.

MOVE

Smeagol, -w-w-w-bl,fh

h. Trickery

HL2, Radagast has Beorning Toll and Cave Worm in hand.

Untaps

SITE

Beorn's House, aa1-men.1s10p

Trickery played, 7rroll=pass.

Taps to grab An Untimely Whisper.

END

d. Left on the Field

h. Like the Crash of Battering Rams

TURN 18

{Thorongil moved to Edhellond. Gandalf moved to Edhellond}

p. Gnaw with Words, Like the Crash of Battering Rams

d.

h. Not Slay Needlessly, Foe Beyond Any of You

@ Eagles' Eyrie

| | | | | | | | | | | | | | | |
|------------|-------------|-----------------------|---|---------|----|-------------------------------|--|----------|---|--------|--|----|--------------------------|----------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 2+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | | | Riddles in the Dark | |
| | | | | | | | | | | | | | Own Thoughts and Devices | Hatred |
| | | | | | | | | | | | | | Piercing All Shadows | Padding Feet |
| | | | | | | | | | | | | | Not Careful About That | |
| | My Precious | 4 | 0 | 2 | 9 | Hobbit | | Sc | | | | 4+ | Gollum's Cave | Never Seen Him |
| crawled | | Diversion | | | | What Have I Got in my Pockets | | | | | | | | |
| Mordor | | Halfling Stealth | | | | Not Slay Needlessly | | | | | | | | |
| Wilderland | | Hideous Lust and Rage | | | | Foe Beyond Any of You | | | | | | | | |
| Eraidor | | Hideous Lust and Rage | | | | An Untimely Whisper | | | | | | | | |
| Gondor | , Wardens | 0 | | | | 0 | | | | | | | | |
| riddle | , Mordor in | Turn: 18 | | Hand: 9 | | MP: 0 | | SP: 0 | | PD: 16 | | | | |
| 2 | | Galadriel | | Thrain | | Thranduil | | Radagast | | Thg | | | | |
| Feet | | . | | | | | | | | | | | | |
| inverted | | | | | | | | | | | | | | |

ORG

Tap to use Flight Unmarked to move to Barad Tathren

MOVE

Sméagol,-bl-w-bl,rl

h. The Ring's Betrayal

HL2, Galadriel plays Tauremornalome

HL1, Galadriel plays Finglas to Wold and Foothills. Plant. 1s11p8b

Already tapped.

SITE

END

d. Foe Beyond Any of You

h. Behind the Hedge

TURN 19 {Thorongil reached The Worthy Hills. Need to move eastward to hide from Thorongil and thus be protected by Wilderland Players' hazards. One Ring was not tested until Turn 22. Gandalf is at Tolfalas with no One Ring in hand, does not move to Bag End until Turn 20. Next Fate game will have Gandalf play Scrolls of Isildur not at Tolfalas. Assume, Gandalf is at the Stones.}

p. Behind the Hedge played on SSF, The Ring's Betrayal

h. River, Foe Beyond Any of You

@Barad Tathren

| | | | | | | | | | | | | | |
|------------|-------------|-----------------------|---|-------------------------------|----|-----------|--|----------|---|--------|----|--------------------------|----------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | 2+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | | Riddles in the Dark | |
| | | | | | | | | | | | | Own Thoughts and Devices | Hatred |
| | | | | | | | | | | | | Piercing All Shadows | Padding Feet |
| | | | | | | | | | | | | Not Careful About That | |
| | My Precious | 4 | 0 | 2 | 9 | Hobbit | | Sc | | | 4+ | Gollum's Cave | Never Seen Him |
| crawled | | Diversion | | What Have I Got in my Pockets | | | | | | | | | |
| Mordor | | Halfling Stealth | | Not Slay Needlessly | | | | | | | | | |
| Wilderland | | Hideous Lust and Rage | | 0 | | | | | | | | | |
| Eraidor | | Hideous Lust and Rage | | An Untimely Whisper | | | | | | | | | |
| Gondor | , Wardens | 0 | | River | | | | | | | | | |
| riddle | , Mordor in | Turn: 18 | | Hand: 9 | | MP: 0 | | SP: 0 | | PD: 12 | | | |
| 2 | | Galadriel | | Thrain | | Thranduil | | Radagast | | Thg | | | |
| Feet | | | | | | | | | | | | | |
| inverted | | | | | | | | | | | | | |

ORG

Moves to The Stones. Take the risk.

MOVE

Smeagol, -bl-bl-w-w,rl

h. Sneakin'

HL2, Thrain keys Mewlips to WW. Undead.2s10p

Halfling Stealth played to cancel.

An Untimely Whisper played on Gandalf.

untaps

h. Lost in Free-domains

d. Foe Beyond Any of You

SITE

The Stones entered. Pukelmen.2s9p

Hideous Lust and Rage played,

Smeagol, 2p+3.res+5sroll=10

Taps to play What Have I Got in my Pockets

Pippin will play.

| | | | | | | | | | | | | | | | | |
|---|-------------|---|----|----|----|---------|---|----|---|----|---|---|-----------------------|-------------|----------------------|------------|
| U | Gandalf | x | 17 | 7 | 10 | WIZARD | W | Sc | | Sa | D | 1 | Sacrifice of Form | Hobbit-lore | Hobbit-lore | Star-glass |
| W | Sam Gamgee | 4 | 0 | 3 | 9 | Hobbit | | Sc | R | | | 3 | Sting | Elven Cloak | Scroll of Isildur(H) | |
| U | Pippin | 4 | 4 | 4 | 10 | hobbit | | Sc | | | | 2 | Bilbo's Magic Ring | | | |
| U | Goldberry | 2 | x | x | x | maia | | | | | | a | | | | |
| U | Gollum | 4 | 0 | 2 | 9 | Hobbit | | Sc | | | | a | Memories of Ages Past | | | |
| U | Arathorn II | 7 | 4 | 10 | 9 | dunadan | W | | R | | D | 4 | Narsil | Anduril | | |

Smeagol, $+2.\text{base}+7\text{rroll}=9$

Pippin, $+2.\text{base}+8\text{rroll}=10$.

END

h. Muster Disperses, Stabbed Him in His Sleep, Fire Unwatched

THORONGIL'S TURN 19

On the Precious played from Sojourn in the Golden Wood, Gollum grabbed.

Could have played On the Precious last turn adjacent to Old Forest region.

Smeagol attacks: $2p+6s\text{roll}=8$

Thorongil, $7p-3x+4s\text{roll}=8$.

Why not Hideous Lust and Rage? On the Precious mentions My Precious card.

Seems like Thorongil/Strider should bring along help/followers.

TURN 20

p. River, Muster Disperses

d. Lost in Free-domains

h. Courtesy Lessened of Late, Stay Her Appetite

@ The Stones

| | | | | | | | | | | | | | | |
|------------|-------------|---------------------------|---|----------|----|--------------------------|--|-----------|---|-------|--|----|--------------------------|-------------|
| T | Smeagol | 4 | 0 | 2 | 10 | Hobbit | | Sc | R | | | 2+ | Out He Crawled | Little Boat |
| | | | | | | | | | | | | | Riddles in the Dark | |
| | | | | | | | | | | | | | Own Thoughts and Devices | Hatred |
| | | | | | | | | | | | | | Piercing All Shadows | |
| crawled | | Courtesy Lessened of Late | | | | Stabbed Him in His Sleep | | | | | | | | |
| Mordor | | Diversion | | | | Stay Her Appetite | | | | | | | | |
| Wilderland | | Fire Unwatched | | | | Sneakin' | | | | | | | | |
| Eraidor | | Hideous Lust and Rage | | | | 0 | | | | | | | | |
| Gondor | , Wardens | Not Slay Needlessly | | | | 0 | | | | | | | | |
| riddle | , Mordor in | Turn: 19 | | Hand: 9 | | MP: 0 | | SP: 0 | | PD: 3 | | | | |
| 2 | | Thrain | | Radagast | | Thranduil | | Galadriel | | Thg | | | | |
| Feet | | . | | | | | | | | | | | | |
| inverted | | | | | | | | | | | | | | |

ORG

Move to The Riddle-Caves. Assume untap. Tap to use Sneakin.

MOVE

Smeagol, -w-w-w-w,rl

h. Weariness of the Heart, Arouse Denizens

HL2, Thranduil plays Full of Froth and Rage.

Taps to use OTAD to draw, h. Drawn to Its Master

Untaps

Last Child of Ungoliant moves to Mount Doom.

No hazards played. Taps to play All Thought Bent upon It to grab The One Ring.

d. Fire Unwatched, Drawn to Its Master

SITE

END

d. Stabbed Him in His Sleep

h. Hideous Lust and Rage

END OF GAME cards in hand:

| | | | | | | |
|------------|-------------|------------------------|------------------------|--------|-----------|-------|
| crawled | | Arouse Denizens | Not Slay Needlessly | | | |
| Mordor | | Courtesy Lessened of L | Sneakin' | | | |
| Wilderland | | Diversion | Stay Her Appetite | | | |
| Eraidor | | Hideous Lust and Rage | Weariness of the Heart | | | |
| Gondor | , Wardens | Hideous Lust and Rage | 0 | | | |
| riddle | , Mordor in | Turn: 20 | Hand: 9 | MP: 0 | SP: 0 | PD: 1 |
| 2 | | Thranduil | Radagast | Thrain | Galadriel | Thg |
| Feet | | . | | | | |
| inverted | | | | | | |

Tastier Meats,The Great Willow

Tastier Meats,Last Child of Ungoliant

The Queer Forest

Padding Feet

MP: 14

6, ally

3, faction

5, padding feet

Comments

Exhausted on Turns 11 and ended with 1 in the playdeck.

Playing hazards for the first 8 turns will be slow against the Uttersouth and Hard Divisions with Cruel Caradhras and Foe Beyond Any of You in the deck. Then when playing against the Hero Northern Waste Divisions for Turns 13-16 you will be with the Wilderland Minions that should play many hazards. This then may mean more hazards kept in the hand.

Own Thoughts and Devices first used on Turn 3 and for 6 other turns. 7x is great!

Untapping at the end of the movement/hazard phase is a must to be untapped for the site phase. The Burglary ability is powerful, but must be followed exactly: tap character and the site. Thus only good during site phase if does not need to tap.

He rolled 9 strikes, never wounded

Easterling Camp, men.5p

Stabbed Him in His Sleep played. Men.1s8p, needed Hideous Lust and Rage

Easterling Camp, men.5p

Dunnish clan-hold, Men.7p, needed Hideous Lust and Rage

Ruined Signal Tower, spiders.9p, needed Hideous Lust and Rage

Goblin-gate, orcs.8p

Eldanar,men.7p

The Stones, pukelmen,10p

Thorongil, dunadan

Trickery is a great card for this player. An Untimely Whisper is needed, but against one player it is limited. Now, the resource affects all hazard players in Group or can be target a specific player if Smeagol is the site of its players? Behind the Hedge is included to grab AUW for more use.

Half of the sites make this player vulnerable to Necromancer's minions using Curse the Baggins, which is modified to not kill, but release with keeping the test modification and ally MP.

7 sites free or border-holds, 3 shadow-holds. Need a benefit with so many MPs. Hand size increase?

On the Precious must be a card forcing an attack by Smeagol/My Precious preventing this player to cancel; he is enraged. But Hideous Lust and Rage can be used.

No attempt was made to use We Wants It or the player being held a prisoner.

Visited sites

| | | | |
|----|---------------------|---------|--|
| 0 | Under-grottos | | |
| 1 | Goblin-gate | | |
| 2 | Amon Lhaw | riddle | What Have I Got in my Pockets |
| 3 | Dunnish Clan-hold | | Stabbed Him in His Sleep |
| 4 | Easterling Camp | | Out he Crawled for Mordor |
| 5 | Strayhold | | Out he Crawled for Wilderland |
| 6 | Shelob's Lair | ally | Last Child of Ungoliant |
| 7 | Dunharrow | riddle | The Riddle Game against Théoden. |
| 8 | Dunnish Clan-hold | | Out he Crawled for Eriador |
| 9 | Ruined Signal Tower | | Padding Feet play |
| 10 | The Willow Dingle | ally | Great Willow |
| 11 | Goblin-Gate | riddle | What Have I Got in my Pockets, Gandalf |
| 12 | Eldanar | riddle | What Have I Got in my Pockets, Padding Feet tapped |
| 13 | The Willow Dingle | faction | Queer Forest |
| 14 | Wose Passage-hold | | Out he Crawled for Gondor |
| 15 | White Towers | | Padding Feet inverted |
| 16 | The Riddle caves | | |
| 17 | Beorn's House | | tap Not Careful About That |
| 18 | Barad Tathren | | |
| 19 | The Stones | riddle | What Have I Got in my Pockets, Gandalf |
| 20 | The Riddle caves | | |

Almost all turns had some sort of useful site phase.

20 sites visited (Eriador: 11, Wilderland: 3, Mordor: 2, Gondor: 4)

Free-hold: 2, Border-hold: 6, Shadow-hold: 3