

This file's purpose is to guide you in understanding the meaning of the numbers and layout of the decks. I can be cryptic with organizing my thoughts since I have been making these decks for years. Only Gandalf's deck below is fully organized like this; I have to go back and fix the others. This file is helping me be better. Thank you for the feedback.

C	9	Grey Havens
I	15	Eriador
F	3	vs. Necromancer
A	4	Hobbits
M	1	Bag End
K	0	One Ring

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 25 R. cards in sideboard
 40 cards in H. deck, 15 H. cards in sideboard
 40 cards in sideboard, 13 characters in deck
 7 starting cards, 18 creatures

140 TOTAL CARDS

The box above serves too separate functions: 1) List expected MP to have at the Councils, 2) more details on the deck's themes...

- 1-main haven of use
- 2-territory of site usage
- 3-opponent
- 4,5,6 - resource themes

Deck Outline

[Overview](#)
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I list on top the avatar's name and a descriptive word on his hazard strategy. The box above contains the number of cards in the deck.

140 = RD + HD + SB + CH + starting cards.

OVERVIEW

Gandalf the Grey has been living and struggling with the Free Peoples for over 20 centuries. He knows many of the inhabitants and the evil, which continues to harm and destroy those in Middle-earth. From the time of his arrival at the Grey Havens, many kingdoms have risen and fell. A new shadow is secretly building an enormous strength to propel against the remaining Free Peoples of Middle-earth. The Grey Pilgrim knows that victory cannot be achieved by strength alone in armies or with cunning strategies; it can only be done by removing the Shadow itself. The Shadow is rumored to be that of Sauron. Mordor has been abandoned by Gondor. The Ring is in the Sea, so says Saruman. If the Shadow is Sauron, then only casting the focus of Sauron into the Volcano that is in the Black Land can Middle-earth be free from this immortal evil. The One Ring must be found and carried into Mordor. Who will go? Who can withstand the ultimate evil all the way to the Cracks of Doom? The elves are leaving for the West and the Dwarves are sealing themselves in their mountain caverns. A new source of courage must be found. Gandalf knows where it is. The Shire is where the innocent power calls its home among the gentle downs in central Eriador.

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

RESOURCES (40/25)

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

6	1	The One Ring	
3	3	Bilbo's Magic Ring	
	1	Gift of the Evenstar	
	1	Golden Chain	
4	4	Scroll of Isildur	
2	1	Palantír of Elostirion	
4	4	Andúril	Info
1	1	2 precious gold ring	
3	3	Narsil	
	1	sting	
	*	star glass	
	*	elf-stone	
	*	elven cloak	
	1	athelas*	
1	3	Hobbits.9	
1	1	Shadowfax	
2	1	Smeagol	
3	3	Tom Bombadil	
1	1	Mistress Lobelia*	
1	1	Reforging	Info
3	1	The Windlord Found Me	
8/11			
2		Hiding	Sc
3		Many Turns and Doublings	R
2		Marvels Told	Sa
2		Far Sight	Sa
3		Halfling Stealth	hobbit
3		Halfling Strength	hobbit
3		No Waiting to Wonder	hobbit
3		Escape	
1		Farmer Maggot	pe
1		New Best Friend	pe
1		Houses of Healing	pe
1		Engines of Defense	pe
1		Spring of 1420	pe
1		First Among Equals	pe
3		Hidden Knife	agent
3		Smoke Rings	se
3		Longbottom Leaf	se
3		Hobbit-lore	ritual
2		Wizard Uncloaked	spell2
1		Sacrifice of Form	spell0
3		Narya	se
1		The White Council	pe
32/14			

The goal for resources in the playdeck is on top = 40 cards. The second number is the total for resources in your sideboard = 25. These two numbers are the sum of the bold numbers at the bottom of the columns.

$$40 = 8 + 32$$

$$25 = 11 + 14$$

The PD copies are in the third column in the LEFT main column, and the first column on the RIGHT main column.

Cards with an * at the end are "Umm. I might exchange it for another" card. The names below 32/14 were highly considered. Info = needs site with Information only.

Get You Gone

This We Will Take

Cards are usually organized here by skill usage, combat, movement, environment, agent, command, and so on. Avatar specific resources are near the end with the stage resources.

To the far right of the RIGHT main column, I added something to help explain the resource.

Sc = scout resource, se = short event, move-o = play at end of ORG phase and it helps movement.

spell2 = spell with -2 to corruption check.

stage resources can have a + or * after the stage points (sp) it gives.

+ = play near end of game,

* = discard near end of game, too many SP at that time and the game is ending soon.

HAZARDS (40/15)

HAZARD DECK LITTLE TO NO CHANGE IN YEARS

Creatures 18/3

3	Arthedain Rangers	dunadan	2*	x	10/6	Arth, Card, Shire, Rhud, Hollin
3	Rangers at Sarn Ford	dunadan	2*	5	10/8	Arth, Card, Shire
3	Sons of Kings	dunadan	2*	3	10/-	FD, BL; FH, BH
2	Wandering Eldar	elf	1*	x	9/-	WW, BL
3	Border-watch	men	1*	5	7/-	FD, BL; FH, BH
2	Dunlending Raiders	men	1	5	8/-	Card, Rhud, Holl, Dun, Ened; <u>Ruin</u>
2	Dwarven Travelers	dwarf	1*	3	8/-	W, BL; Ruins, BH
3	Shirrifs	hobbit	2*	6	6/9	Shire, Brandy Hall

Events 22/12

2	Twilight	env				
3	Lure of the Senses	corrupt				
1	The Will of the Ring	corrupt				
1	The Precious	corrupt				
3	Incite Defenders	auto				
2	FearFireFoes	auto				
1	1 Tidings of Bold Spies+	auto				
3	3 Veils Flung Away	tap				
3	River					
3	Chill Them with Fear	attack				
1	Naugrim	attack				
1	Eldar	attack				
3	3 Returned Beyond All Hope	cycle				
3	An Unexpected Outpost	cycle				
3						

This section will get better once I do the hazard decks.

SITES

Rh	Rivendell			Golden Chain
Li	Grey Havens			Gift
WF	Lórien			
<hr/>				
Ar	Tol Lamfirth	(Info)		Reforging
Ar	Hostel of S. Nienna	heal		
Sh	Aden Scarlet's ML	Info		Andúril
Sh	Bag End			
Sh	Bywater			
Sh	Tuckborough	(major)		
Sh	Sackville			Mistress Lobelia
Sh	Michel Delving			Hobbits
OF	Brandy Hall	(minor)		Sting
OF	Tom's House			Tom Bombadil
Ro	Edoras			Shadowfax
<hr/>				
Rh	Last Bridge			
MS	Amon Lind	m, (ring)		
<hr/>				
EC	Isle of the Dead that Live	m, M, ring	undead	precious gr
Nu	Andoloki	m, M, ring	drake	precious gr
Ar	Annuminas	Info, m, M	undead	
Ar	Dead Man's Dike	m, M	undead	
Ar	Eldanar	m	men	
Ar	The White Towers	m	animal	
Ar	Weathertop	Info	animal	
OF	Willow Dingle-h	Info, m	plant	
Ca	Barrow-downs	m, M	undead	
Ca	Bar-en-Ibun	m, ring	dwarf	
Ca	Tharbad	m	men	
Ca	Worthy Hills	Info	men	
Ho	Ost-in-Edhil	ring	animal	
Ho	Telpemar	Info, m, ring	men	
Ad	The Stones	greater	pukel	
GI	Isengard	Info, m, ring	animal	
MA	Tolfalas	m, M scroll	undead	
<hr/>				
HP	Goblin Gate	Sméagol	orc	Sméagol
Li	Mt. Rerir	m, M, G	undead	Bilbo's Magic Ring

This page is for organizing; nothing is absolute. I ordered the sites by type. Havens on top, Dark-holds on bottom. First column is the abbreviation of the site's regions, then site name, (h = hoard if not a Lair) playables, AA type, expected resource to be played. Not all details of a site are given. Not all words will be colored since I used backgrounds on some decks, which I think is now locked in place with format conversions. Same site type = same color. This goes for the resource types too.

CHARACTERS-9	3-10-7-4-4 race	home site	other info
Gandalf	10/10/6/9+ W/Sc/Sa/DWIZARD	any haven	tap to test ring
2 Arathorn II	7/2/5/9* W/R/D	Dúnadan	Annuminas +2DI.Rangers
3 Aragorn II	9/3/6/9+ W/Sc/R	Dúnadan	Bree +3DI.Rangers
1 Brandir	3/0/3/8+ Sc/R	Dúnadan	Tol Lamfirth
<i>Ranger</i>	2/0/4/7 R	dun	
<i>Ranger</i>	2/0/4/7 R	dun	
2 Halbarad	6/1/5/7* R/Sa/D	Dúnadan	Bree +1DI.dunadan
1 Gilraen	3/1/2/8*+ Sc/Sa	Dúnadan	Tol Lamfirth +4DI.Aragorn
1 Arwen	3/0/2/8+ Sc/Sa	Noldo	Rivendell +7DI.Aragorn
2 Frodo	5/1/1/9-- Sc/D	Hobbit	Bag End -4CP
1 Sam	4/0/1/9+ Sc/R	Hobbit	Bag End -3CP
1 Merry	4/1/1/9 Sc	Hobbit	Brandy Hall -2CP
1 Pippen	4/1/1/9*+ Sc	Hobbit	Tuckburrow -2CP
1 Fatty	3/0/1/8-- Sc	Hobbit	Bag End -1CP
<i>starting company:</i> at Rivendell			
Arathorn II	7/2/5/9 W/R/D	cloak	
Pippen	4/1/1/9 Sc	glass	
Gilraen	3/1/2/8 Sc/Sa	elfstone	
Halbarad	6/1/5/7 R/Sa/D		

Here is a lot of information.

Avatar is listed first, then I try to organize it by major characters, then by skills. I usually follow this list: W/Sc, W/R, W/Sa, W/D, Sc/..., R/..., SaD, then single skill characters W, Sc, R, Sa, D.

Character MP are on the left. Bold numbers = counted as MP in Character MP sum.

Non-unique character names are italicized.

Numbers = mind/raw DI/ prowess/body, then the raw skills are shown.

Between the body and the skills are symbols:

* = in starting company, + = in main company, \$ = used for influencing; a = agent use.

-- = save for later in the game.

Uniques have the race capitalized. Then the home site is given followed by anything else on the character card. There is not enough space to go into details.

I usually indicated a capital letter for faction bonus: +2DI.Dw = +2 DI vs. dwarf factions

D = Dragon, d = drake, o = orc, O = Orc faction, t = troll, T = Troll faction and so on.

I list the site for the starting company and any permanent event in play too.

Then I list the characters to be revealed in order with the resource to start with that character. Total mind must equal 20 or less.

The numbers at the very top count the characters with a skill. The order is: W-Sc-R-Sa-D.

There are 3 warriors in this deck.

Companies	GI-12/20	Hand-8	Mind-26
<i>Ring-seekers</i>			
Gandalf	10/16/6/9	W/Sc/Sa/D	-1 Lore, Lore, Lore
Sam	4/1/3/9	Sc/R	1 ring, sting, scroll
Pippen	4/1/2/10	Sc	2 bilbo MR, cloak
<i>The Rangers</i>			
Aragorn	9/3/7/9	W/Sc/R	2 narsil
Brandir	3/0/3/8	Sc/R	1 glass
	White Towers		[discard hazard pe] Best Friend, Houses Healing
Gilraen	3/3/2/8	Sc/Sa	1 stone, <u>Lobelia (Sc)</u>
Arwen	3/0/2/8	Sc/Sa	2 palantir, <u>Tom (Sa)</u>

This is confusing I know.

I list the used-GI followed by total General Influence. Gandalf here has 12 used GI and a total pool of 20 GI. The hand size is given too, here at 8.

For fun I like to sum the raw mind in the companies. Here it is 26; not counting avatar.

Followers are indented under the controlling character, followed by the stats including modifications due to resources followed by the skills. An added skill, from a magic ring for example, will be underlined. A leader with have “-L” after his name. DI does include any decrease from a command event. A “+” before a name indicates not counting towards influence due to cards like An Unexpected Party.

The corruption points are then shown, followed by resources on that character.

I list items first – all lowercase. Events are capitalized, allies underlined or “listed” too to show the stats involved.

Summary: 05-19-13

I am trying to list major features in the deck in the same order such as:

Objective
Characters and companies
items
factions
allies
missions
avatar
gates of morning
main strategy, may be tailored in a territory
site strategy,
agent strategy
commentary on ally avatars
commentary on opponents
The One Ring
MP
Playdeck management
Turn strategy
Sideboard strategy
hazard strategy: creatures and events
anything else
Playing history

note: no more explanations below this point.

OBJECTIVE

Gandalf is the only Hero with the One Ring in his deck. He will bring it into play during the White Council (WC). You want to delay the unveiling of your strategy. Gandalf has resources to reach 32 MP for his Power deck. A strong foundation of resources need to be ready for the finding of the Ring, else it will find a better wearer.

Arathorn II and Gilraen are the main heroes for Gandalf. The resource strategy utilizes hobbit scouts and stealth in gathering MP in and near western Eriador. The Wizard has several cards for him (events, spells). The hazard strategy is recruiting the Free Peoples to fight back and repel the evil that has suppressed and feared them for so long. The creatures can target all the free and border realms. The Rdeck is slow to play, but the Hdeck can be run through quickly to free up space for the One Ring combo. You want to delay the revealing of your strategy at late as possible, which is why Folco does not start for you, and any ring related resources are not in the play deck. The corruption of Gandalf or Aragorn II must **not** happen

CHARACTERS AND COMPANIES

The starting company will have [Arathorn II](#), [Halbarad](#), [Pippen](#), and [Gilraen](#). Pippen will use his corruption bonuses often. He can take hits and carry items until another hobbit is drawn; his

inclusion allows the hobbit resources to be placed in the play deck. **Gilraen** is a useful sage when **Halbarad** is tapped. **Gilraen** has **Elf-stone** since you must play Arwen when she is drawn. You do not have time to wait for Elf-friend. Be warned that you will be using much of your GI until Gandalf is played. **Gilraen** and **Arwen** are the heroes to play **Marvels Told**. The Ring-seekers will play resources, which aid in the finding of the One Ring. This will be Gandalf and two hobbits where barrel-riding is a must. Your trips to Ruins will give trouble, so have appropriate resources in hand. You will have two moving companies and Gilraen using 12 of your 20 DI during the second play deck.

Aragorn II leads the Rangers controlling Brandir. The Rangers will be playing items and the Ranger of the North faction. **Brandir** will carry the star-glass to cancel the many undead attacks you will face at sites. The Rangers will deter any minions who happen near the Ring-seekers. **Frodo**, **Fatty**, **Merry**, and **Sam** are getting ready for the final leg to the Black Land. Bring some into play near the exhaustion of the first play deck if possible. Thus, discard **Pippen** when you do not need his corruption bonus and all nine hobbit resource events have been played.

Once the game settles, Gandalf will head a company of four hobbits to play allies and factions who were not played earlier. Three **Hobbit-Lore** events will give the wizard +6 DI to hobbits. Get Aragorn II into play before the ending of the White Council.

Gilraen, with **Elf-stone**, will control **Arwen** and the two allies (Mistress Lobelia, Tom Bombadil). Arwen will use **Palantir of Elostirion**. She will tap the seeing-stone to remove corruption cards on Gandalf, Arwen and Dúnedain. **Arwen** will be allowed to move. Reconstructed Towers will be played at The White Towers by **Cirdan**, which will make it a Freehold with an Elf AA. **New Best Friend** will allow the transfer of allies. **Houses of Healing** allow healing at the site. **Engines of Defense** will protect the site from Siege.

Ranger of Anor is included in case other characters have been eliminated and you need another body in play. He is a ranger.

ITEMS

Weapons are the main source for combat support and the majority of the items. The deck is built around a stealth frame, but the weapons are the teeth. **Narsil** and **Sting** will be a bitter reward for minions and monsters on the prowl. These items are in the playdeck for fast play; however. **Star-glass** and **elven cloak** will help in canceling strikes. **Athelas** will heal. **Gift of the Evenstar** will be played when Frodo is in play.

Two precious gold rings will help you play **Bilbo's Magic Ring**, which is great in canceling strikes on the bearer. A mid-roll is needed for testing successfully for the magic ring. There are two **gold rings** for testing. **Scroll of Isildur** is there to help with playing the **One Ring**. These items are in the sideboard. The Scroll must be played at Minas Tirith, which will be a long detour. **Golden Chain** will reduce the corruption burden of the One Ring.

ALLIES

The horse, **Shadowfax**, is there for Gandalf to attack a minion Ringbearer. If Gandalf uses **Shadowfax** to move twice, then discard **Halbarad** during that organization phase and move one hobbit under GI. This will place you with little unused GI for two turns unless you feel taking everyone and the time is warranted. That is to play other resources during this errantry.

Sméagol is a must and needs to be played by a three-mind hero to allow transfer of the ally using **New Best Friend**. **Mistress Lobelia** is a Scout for safety and allows fetching resources. **Tom**

Bombadil is a bad dude with Sage and canceling hazards and uses no general influence. Play him in the second playdeck since he is extremely useful in the first deck, this will force you to move to Rivendell instead of moving to the Grey Havens for healing. **Shadowfax** is a Ranger and will let Gandalf move to attack a company that has an item they should not have. That company will have all the skills.

FACTIONS

Gandalf will play one faction: **Hobbits for a MP source**. This faction is there for MP and tapping to support your companies to cancel attacks in The Shire. A Northern Army will defiantly slow things down in Eriador, if so, then head to Lórien.

MISSIONS

The Windlord Found Me has a large attack with four strikes. That means you need five characters to face it or cancel it with Escape. It is okay to not play it due to the timing of revealing your wizard and the risk playing the event. **Reforging** is necessary to remake Narsil. **Andúril** is in the sideboard to not tax the sages since **Reforging** is in the playdeck.

GANDALF & SPELLS

The Grey Wanderer is to have followers giving support by using spells, **Narya**, and tapping to test a gold ring. Gandalf will have **hobbit-lore** to control the halflings easier. Three copies of this event are extreme, but (1) you want to be able to influence away a hobbit from a fallen-avatar, (2) you can put Brandir under his DI so Arathorn II can use his DI to influence. Playing **Sacrifice of Form** will be tricky, only use it if needed and if you can play without the wizard. When Gandalf is unrevealed from **SoF**, don't put anyone in danger and lay low until Gandalf comes back with **The Windlord Found Me**. It is a risk without having your Wizard in play; the payoff is big if you can reveal Gandalf before drawing this resource.

Gandalf will be tapped during virtually every Org phase, so he will be weary during travels and at sites. Tap him to bring in cards from the sideboard at any opportunity, for the cards needing to be played during the second deck. **Wizard Uncloaked** will help keep things moving. Uncloaked will get rid of permanent-events that require tapping for removal or resources to handle corruption checks.

The wizard has -1 to his corruption points. He does not carry a weapon since he has an elven ring. **Narya** is in the deck (0/2/4/1). Be careful! It will probability only be used in the second play deck; it has a -5 to the corruption check. A CC of 2,3,4 fails. Shadowfax can tap for corruption support.

GATES OF MORNING

The deck uses only one Gates of Morning resource: **Many Turns** will aid in combat and traveling. A few Hero players have stronger Gate decks. There are 2 Twilights in the hazard deck.

ERIADOR AND Grey Havens

Start the company at Rivendell. However, Grey Havens will be your main haven since you want to avoid Rhudaur and the Misty Mountains. You will need to move to Lórien during the White Council. Many resources can be played in regions west of Rhudaur: Lindon, Númeriador,

Arthedain, Shire, Old Forest, and Eriadoran Coast. Dire times can let you move two regions to play a resource. You will rarely move four regions.

The starting company will be weak and must be careful moving around. Avoidance cards like [Escape](#), [Hiding](#), [Many Turns and Doublings](#), [No Waiting to Wonder](#), and [Halfling Stealth](#) will help with attacks. With a lot of items and few heroes, corruption will be a problem early on. Play Sméagol on a four or less mind hero if you can so New Best Friend can be used to eventually transfer the ally to Frodo. As soon as [Scroll](#) and [Sméagol](#) are drawn, play them at a reasonable time, but don't hold on them for too long and protect them at all costs. [Farmer Maggot](#) is ideal when avoiding CvCC. Expect to be in vulnerable positions during the site phase away from a haven. It is unique, so you should get two uses of it. Think about recycling it with Smoke Rings.

[Narsil](#) and [Scroll](#) will need to be played at [The Stones](#) and Tolfalas. [Goblin-Gate](#) will also be dangerous and try to have avoidance cards in hand for that trip. If someone else plays any of these, go after the controlling character. [Reforging](#) should be played for Andúril during this deck. [Far-sight](#) will be used to fetch Scroll and Narsil in the first deck, then the One Ring in the second deck. Shadowfax, Mistress Lobelia, and Bombadil will be sent to the discard pile from the sideboard.

SITES

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

Aden Scarlet's Medical Library will play Andúril and Sackville has ally Mistress Lobelia. Michel Delving has the Hobbits for its MP bonus. The other Shire sites will be there to play hobbit characters. Tol Lamfirth will play Reforging and Hostel of Nienna will play Shadowfax after healing. The Old Forest has Tom's House to play Bombadil and Brandy Hall to play Sting.

Goblin-Gate will need to be visited and a trip to the U-grottos is daunting. Lórien and Rivendell are not too far away. The multiple wildernesses hide nasty things that make you late for dinner or FOR dinner. Keep away from the interior of Eriador and moving through multiple wildernesses such as to Rivendell. You may even move along the coast to Edhellond hoping to draw the Scroll of Isildur late in the first play deck, then hopefully unveil Gandalf at Lórien and find Sméagol at Goblin-Gate. That would be a profitable trip.

Isles of the Dead That Live and Andoloki can play gold ring items. Isengard is the site to play Windlord Found Me. The Stones have a nasty AA to play Narsil.

Tolfalas will be visited to play the scroll. If you store [Windlord Found Me](#) at Edhellond, then you can reveal Gandalf there too.

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

AGENTS

You can use [Hidden-knife](#) with your creatures to kill or wound agents.

OTHER HEROS

Círdan will play Reconstructed Towers that will make The White Towers into a Free-hold. He will also play a precious gold ring you can influence. Balin will also play a precious gold ring

that will be held by Nob, which you can easily influence using Hobbit-Lore. Such a plan will save Gandalf two turns to play a special ring item and of not visiting a dangerous site. The gold ring can even come to visit Gandalf at the Shire! Elrond will play Mallorn that will make Bag End a haven. Spring of 1420 in play by you will extend Mallorn to all Shire sites. Safe From the Shadow will allow quick storing of your mission events; it is played by Balin.

OPPONENTS: Necromancer, Aradagor, Witch-King, Dwarf

The Warlord of Cardolan will terrorize Eriador with his trolls and the Witch-king will be in Rhudaur. These fellows will attack you. Plan on holding a canceller for these assaults. The trolls are big and nasty, so hiding is the best policy. Use some help in [Farmer Maggot](#) to transport away to nicer scenery. Dwain will be further to your south. You will defiantly face him when you travel south of Eriador.

The ONE RING

If you cannot do it, no one will. You must keep your mission hidden for as long as possible. This means delaying the play of gold rings, Scroll of Isildur, and Sméagol for as long as possible. If you get late into the second playdeck without playing the One Ring, then you may bypass playing Bilbo's Magic Ring and play the One Ring instead.

MARSHALLING POINTS

- C=9 Character MP will be from a bare-bone Fellowship with four hobbits, Aragorn II, and Arwen for 9 MP.
- I=15 Item MP are a bit confused. You want to have the One Ring in play, but you might just be ready to test a Ring. So Scroll and a Gold Ring are counted for 5 MP; If you play the One Ring than that is a next 1 MP (+6-4-1=1). Anduril is an item MP source. This source of MP is 15! It can be more than half of your total MP. Be mindful of this.
- F=3 Hobbits are your Faction MP. It will yield 3 MP due being played at Michel Delving. Mallorn will be played by Balin, but you do not want to count on it though for such an important aspect of getting 32 MP.
- A=4 Shadowfax and Tom Bombadil are your Ally MPs. Keep Tom in play with Arwen to keep his 3 MP. Again, Mistress Lobeila has movement restrictions and Gollum is hard to find.
- M=1 Reforging is your lone Misc MP. The Windlord Found is there, but it is there to bring Gandalf into play. Play this resource if you need the MP since it is dangerous to play.
- K=0 With such a stealth resource strategy you do not want to depend in Kill MPs.

PLAYDECK MANAGEMENT

Hand management is crucial for Gandalf. A lot of combos and prerequisites are in the deck. A favorable number of MP cards are in the PD to give the heroes a chance to do something outside of a Haven. Most of the resource events are SHORT and can be played in the move phase.

One burden lies in this deck, the number of resource sideboard cards is high (25). Only by tapping Gandalf during the Org. phase can these be brought into play, so Gandalf will be tapped for 8 of the estimated 20 turns that will take to play the Ring! The old fellow will not be starting, so that's a potential for 5 turns of not in play. He may be gone from his Sacrificed, so he defiantly needs ways to be untapped. Narya is there too to untap, but it brings a nasty corruption

check. This is where his superiors come in. Gandalf needs to come in quickly, so discard cards early to get him. Manwe will send his vassals with The Windlord Found Me (play at Isengard), so there is high probability to draw Gandalf within the first 3 turns.

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

1ST DECK - Hobbits & Elves

The first play deck will be forming the two companies, Ring-seekers and the Rangers. Gathering resources over middle-earth using these two groups will be slow and perilous. The first deck will be getting everything organized in Eriador. There are many safe places to play resources and being trapped by minions while in Eriador. Most of the MP can be played west of the Misty Mountains. Grey Havens will be the main Haven. The idea is to stay in Eriador to keep the mysterious entity in play (Bombadil) and to use every turn to play a resource. You may have to move between Grey Havens and Edhellond to draw cards. You will have trouble with GI space when you want to bring in more characters. If Gandalf is drawn early, then you may want to park him at a haven to bring cards into the playdeck from the sideboard.

Near the end of this deck, have Gandalf play Sacrifice of Form, Bring in [Tom](#), [Arwen](#) and the trio [New Best Friend](#), [Engines of Defense](#) and [Houses of Healing](#) into your playdeck. [Halfling Strength](#) can heal wounded hobbits when using Escape. So, if you cannot cancel a strike, let a hobbit face it. Then heal him with this card. There will be trouble discarding and playing characters. You need to discard Arathorn II and Halbarad. You may have to risk discarding late in the play deck in hoping to draw a final character.

If Sméagol and Scroll have not been played, then move to Edhellond and return through Lórien. This way you can play Scroll at Minas Tirith then the ally in Goblin-Gate. Play Far-sight to fetch the item if it was discarded earlier. You may be able to discard Pippin to play Merry.

2nd DECK

The second deck will be playing the items that were discarded earlier. This is where Gandalf will most likely return from his sacrifice. The end of this deck will have the Fellowship of heroes being brought into play in Bag End. Bring in [First Among Equals](#) once Aragorn II is played. Have the Ring in hand about halfway through you deck.

Now is the time to set-up your palantir company. Protect the low-mind sages.

The Scroll, Frodo, Sam, Bilbo’s Ring, and Gandalf need to be in play. Bringing in [Fatty](#) and [Merry](#) will be a pain when you have to go to Bag End, so use [A Chance Meeting](#) to bring two hobbits in during the same turn, which then visit Michel Delving to do this. These four hobbits have 16 mind, which will be followers to the wizard. Once the Ring is ready to be played, bring in appropriate cards from the sideboard to the play deck, such as [Gift from the Evenstar](#) and [Golden Chain](#), which will allow the Ring-bearer to be safe for a few turns of the White Council. Try to be near Lórien when you play the Ring.

SIDEBOARD MANIPULATION

1	The One Ring				avatar
1	Bilbo's Magic Ring	avatar			
1	Gift of the Evenstar		dp12		
1	Golden Chain				avatar
1	Scroll of Isildur	smoke			
1	Palantír of Elostirion#	smoke			
2	precious gold rng	smoke, leaf-6			
1	Shadowfax	leaf-4			
1	Mistress Lobeila		dp11		
1	Tom Bombadil	leaf-5			
1	New Best Friend			dp23	
1	Houses of Healing			dp24	
1	Engines of Defense			dp25	
1	Spring of 1420				avatar
1	First Among Equals		dp14		
3	Hobbit-lore	leaf-1,2,3			
3	Narya	avatar	dp13	dp22	
2	Wizard Uncloaked		dp15	dp21	
1	The White Council				avatar

action	cards	tap	cards	tap
SB to PD	2	+2	4	+4
SB to DP	10	+2	-	-
Smoke	3	-	2	-
Leaf	6	-		
Wiz card	-	-2	-	-
Ring test	-	+1	-	+1

PD 1 +3 tapped
 PD 2 +5 tapped

HAZARDS & SITES

The hazards build a lethal threat to freely-land lovin' minions. A gang of creatures of elf, dwarf, man and dunadan bar those seeking to do evil. The hazard events create an additional burden to visit safe holds.

Creatures-21

Arthadan Rangers will patrol Eriador.

Border Watch will guard free and border-holds. Rather weak and needs Chill Them.

Dunlending Raiders big creature hitting anyone in Eriador

Wandering Eldar comes upon unexpected minions roaming about.

Dwarven Travelers and Sons of Kings will guard Border and Free holds and lands.

Wisp of Pale Sheen will tap minions but will be killed; *"Please discard The Moon is Dead."*

Bilbo's three trolls are in the mix. Try to play the trolls are tough companies that have a good chance of killing them, these three might be recruited by someone big and mean.

6	FH:	borderW	Kings			
9	BH:	borderW	Kings	Travelers		
6	RL:	Wisp		Travelers		
5	SH:	Wisp	Bert	William		
1	DH:			William		
-	UD:					
<hr/>						
6	FD:	borderW	Kings			
10	BL:	borderW	Kings	Wandering	Travelers	
8	W	Wisp	Bert	William	Travelers	
2	WW	Wandering	Tom			
-	WWW					
5	SL	Wisp	Bert	William		
-	SL SL					
4	DD	Wisp		William		
3	CS	Wisp				
<hr/>						
3	Arthedain	Arangers		SL-W	11	
3	Shire	Arangers		SL-W-FD	17	
5	Cardolan	Arangers	Raiders	SL-W-W	15	FH/BH-all
5	Rhudaer	Arangers	Raiders	SL-W	13	
5	Hollin	Arangers	Raiders	SL-W-W	15	FH/BH-all
2	Dunland		Raiders	SL-W-W-W	12	
2	Enedhwaith		Raiders	SL-W-W-W	12	
-	High Pass			SL-W-W	10	

HAZARD Event support-34

Creatures killed. Under-deep and Mordor companies will not be hit much by the hazards.

Basic cards:-2

Twilight will be your only basic card. You have 2 copies.

Corruption:-5

There is **Lure of the Senses** to hurt Aradagor's companies squatting at a haven. Two One Ring busters are in the SB. The **Will of the Ring** will discard the Ring on another player (if a Ringwraith is not holding it). **The Precious** will try to eliminate a vital minion who is traveling with the Ringbearer.

Main theme: Automatic-attacks-12

Some auto-attack boosters are present. Incite Defenders will double AA at sites and take advantage of the boosters played by Cirdan. Additionally, **Tidings of Bold Spies**, and **Fear!Fire!Foes!** will be making movement at other sites more dangerous. Rivers may slow down you opponent. Veils Flung Away will tap orcs and trolls played by Witch-king, Dwar and Aradagor and Durlach. Three other opponents will be hit hard by this hazard. So half of the 16 will be affected if they move through a Wilderness.

Creature theme:-8

Use **Return Beyond Hope** to recycle the most useful creatures and to bring back any high-MP. Two creature boosters (**Eldar** and **Naugrim**) will make elf and dwarf creatures harder to kill. **Chill Them With Fear** will add strikes and prowess to the free peoples.

Utility:-3

An Unexpected Outpost will be used to bring in hazards from the sideboard, unless discarded hazards will be good to cycle back. Try to bring in Tidings, Veils and Return into the first PD. With 13 good hazards in the SB; it will take all 3 Outposts during 2 decks to play them.

Other: 4

Wrath of the West will nullify many good minion resources. Many Sorrows Befall will cancel short events played during the movement phase.

GANDALF THE WHITE-RIDER

FELLOWSHIP

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

The 5 will go to Minas Tirith from Lorien. The White Tree will be blooming with precious

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

12/20 GI used		10/17/11/11		
<i>Ring-bearers</i>				
Gandalf	10/16/6/9	W/Sc/Sa/D	0	Lore, Lore, Lore, OR
Frodo	5/6/2/10	Sc/D	3	OR
Sam	4/1/3/9	Sc/R	0	cloak, sting, OR
Fatty	3/0/1/8	Sc	1	gold ring, OR
Pippen	4/1/1/9	Sc	1	scroll, OR
<i>The Rangers</i>				
Aragorn	9/5/11/9	W/Sc/R	3	narsil, Andúril
Brandir	3/0/3/8	Sc/R	1	glass
	White Towers			[discard hazard pe] Best Friend, Houses Healing
Gilraen	3/3/2/8	Sc/Sa	2	palantir, Elf, <u>Lobelia (Sc)</u>
Arwen	3/0/2/8	Sc/Sa	0	<u>Tom (Sa)</u>

End of summary.

PLAYING HISTORY

I have played this deck until the first deck exhaustion with no hazard player. Some resources were changed. This indicates that playing the decks will show vulnerabilities of drawing unique, needing characters untapped, and card flow. Good. MECCG is not an observer's game!

Date:

Summary:

