

Avatar name is listed first, then the theme of the hazard deck. "40avatar" designates the deck is for 40 players for the Avatar Deck phase.

GANDALF-FREE PEOPLES

40avatar

C	9	Grey Havens
I	15	Eriador
F	3	vs. Necromancer
A	4	Eriador Division
M	1	Hobbits-One Ring
K	0	Free Peoples

RESOURCE DECK/HAZARD DECK
40 cards in R. deck, 28 R. cards in sideboard
40 cards in H. deck, 12 H. cards in sideboard
13 characters in deck
7 starting cards
18 creatures
140 TOTAL CARDS

The above box lists the expected source of MPs for the six categories: Characters, Items, Allies, Factions, Miscellaneous, Kill to reach 32 MPs.

Then information about the deck is shown:
Main Haven Use,
Territory of main use,
opponent,
division,
resource theme,
hazard theme

Deck Outline

[Overview](#)
[Resources](#)
[Hazards & Sites](#)
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[Gandalf the White Rider](#)
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This box counts the number of cards for the starting playdeck and sideboard

The character count includes the four copies of the avatar & characters placed into the playdeck.

Starting cards include characters, 3 starting items, and stage cards.

Creature count is the Lorien rules creature count of hazards placed in the playdeck. Fate requires a count of 18 creatures.

OVERVIEW

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

The tireless burdens of Gandalf the Grey is to gather the remnants of old to successfully bring the Ring out of hiding. This must be done in small steps. Halflings and hidden sentinels of Arthedain will help Mithrandir. Others 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 Sauron is near and agents can be anyone. The first group of cards is to find the Ring and the second is to prepare the Fellowship for their perilous journey once the White Council is called. The Eye is ever watching. Wizards and many Lords will help in this final attempt that holds the fate of all.

A chance to be creative.

RESOURCES (40/28)

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

6	0	1	The One Ring	
3	3	1	Bilbo's Magic Ring*	
		1	Gift of the Evenstar	
		1	Ring of Barahir	
4	4	1	Scroll of Isildur	
2	0	1	Palantír of Elostirion	
4	4	1	Andúril	Info
1	1	1	precious gold ring	
1	0	1	precious gold ring	
3	3	1	Narsil	
		1	sting	
		*	star glass	
		*	elf-stone	
		*	elven cloak	
1	3	1	Hobbits	
1	1	1	Shadowfax	
2	0	1	Gollum	
3	3	1	Tom Bombadil	
1	0	1	Mistress Lobelia*	
1	0	1	Fatty Lumpkin	
1	1	1	Reforging	Info
3	0	1	The Windlord Found Me*	
				8/11

2			Hiding	Sc
3			Many Turns and Doublings	R
2			Marvels Told	Sa
2			Far Sight	Sa
	1		Fireworks	ritual
3			Halfling Stealth	hobbit
3			Halfling Strength	hobbit
3			No Waiting to Wonder	hobbit
3			Escape	
	1		A Flight Unmarked	
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
2			Do Not Use It Again	pe
1			Rings of Power	
1			On the Precious*	
3			Hidden Knife	agent
3			Smoke Rings	
3			Longbottom Leaf	
3			Hobbit-lore	ritual
2			Wizard Uncloaked	spell2
1			Sacrifice of Form	spell0
1			Wizard's Cart	pe

32/17

Considerations

Get You Gone

This We Will Take

~~Whisking Youths on Mad Adventures~~

True Fana

~~Here There or Yonder~~

This side of the page tries to group all the non-zero MP resources. The first number on the bottom [8] count the cards on this side of the page placed in the playdeck. [11] counts the cards placed in the sideboard.

There are five columns:

1-normal MP value

2-expected MP for this card to be realized for this player

3-number of copies in playdeck

4-number of copies in sideboard

5-name

I try to bold unique cards.

Off color names are dual resources such as The One Ring.

Cards are usually organized first by skill, combat, movement, environment, anti-agent, command, then avatar, then faction war.

First column counts the copies in playdeck, second column counts copies in sideboard. spell2=make a corruption check by -2, sp2* = 2 stage points, discard near the end of the game since its use is no longer needed and the SP are too much to keep.

sp3+ = play near the end of the game so to not load the avatar with too many SP.

This is the hazard deck. This deck has 12 hazards in the sideboard.

Creature information:

a = attacker chooses defending characters
* = free people creature
x = each character faces a strike
MP, strikes, prowess/body

HAZARDS (40/12)

Creatures 19/2

1	2	Arthedain Rangers	dúnadan	2*	x	10/6	Arth, Card, Shire, Rhud, Hollin
3		Rangers at Sarn Ford	dúnadan	2*	5	10/8	Arth, Card, Shire
1		Sons of Kings	dúnadan	2*	3	10/-	FD, BL; fh, bh
2		Assassin	men				
3		Border-watch	men	1*	5	7/-	FD, BL; fh, bh
2		Dwarven Travelers	dwarf	1*	3	8/-	W, BL; bh, rl
2		Wandering Eldar	elf	1*	x	9/-	WW, BL
3		Shirrif	hobbit	2*	6	6/9	Shire, Brandy Hall
1		Lord of the Eagles	S-eagle				
1		My Precious	agent-hobbit				

Events 21/10

2		Twilight	S.env
3		The Burden of Time	P.corruption-elf
1		The Will of the Ring	S.ring-ONE
1		The Precious	S.ring-ONE
3		The Roving Eye	S.check
3		Chill Them with Fear	L.attack-elf,dwarf,dunadan,hobbit
1		Naugrim	P.attack-dwarf
1		Eldar	P.attack-elf
3		Veils Flung Away	S.tap-bodycheck
2	1	Call of the Sea	S.general INF-elf
3		An Unexpected Outpost	S.cycle-any hazards
3		Returned Beyond All Hope	S.cycle-Free Peoples
3		Come At Need	P.ally
1		Revealed to All Watchers	

I order the events as follows:

- *Doors of Night, Twilight,
- *corruption, avatar specific or other focused hazard
- *first hazard theme
- *second hazard theme'
- *third hazard theme and/or support cards
- *cycle hazards

I list the expected sites to visit in this order: haven, freehold, borderhold, ruins&lairs, shadow-holds, dark-holds. Sometimes I use color for region type, nearest haven or something else.

I list the region name, site name, playables, automatic-attack, and guidance on what to play at that site. h=hoard site, p = port site, *=battlegear, #=non-battle gear.

SITES

Rh	Rivendell			
Li	Grey Havens			Gift
WF	Lórien			
<hr/>				
Ar	Tol Lamfirth	(Info)	x	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/>				
Fo	Lossadan Camp			Ring of Barahir
Rh	Last Bridge			
MS	Amon Lind	m, (ring)		
<hr/>				
EC	Isle of the Dead that Live	m, M, ring	undead.2w8	precious gr
Nu	Andoloki	m, M, ring	drake.1w10	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	Palantir
Ar	Weathertop	Info	animal	
OF	Willow Dingle-h	Info, m (H)	plant	
Ca	Barrow-downs	m, M	undead	
Ca	Bar-en-Ibûn	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.2w9	Narsil
GI	Isengard	Info, m, ring	animal.3w7	Windlord Found Me
MA	Tolfalas	m, M scroll	undead.3w7	Scroll of Isildur
UD	Under-Grottos	m, M, ring	orcs.4w7, Sh	Bilbo's Magic Ring
<hr/>				
HP	Goblin Gate	Sméagol	orc	Gollum

I try to show the automatic-attack strikes and prowess.

xc7 = all face one strike with 7 prowess and detainment against hero/covert.

3o5 = three strikes with 5 prowess and detainment against overt companies.

CHARACTERS-9	4-9-7-5-4	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 +1DI.Elf/dun; +2DI.Rangers
3 Aragorn II	9/3/6/9+	W/Sc/R	Dúnadan	Bree +3DI.Rangers
2 Beretar	5/1/5/8+	W/R	Dúnadan	Bree +2DI.Rangers
<i>Ranger</i>	2/0/4/7	R	dúnadan	Arthedain+
<i>Ranger</i>	2/0/4/7	R	dúnadan	Arthedain+
2 Halbarad	6/1/5/7*	R/Sa/D	Dúnadan	Bree +2DI.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
1 Bilbo	5/1/1/9	Sc/Sa	Hobbit	Bag End -4CP
2 Frodo	5/1/1/9--	Sc/D	Hobbit	Bag End -4CP
1 Sam	4/0/1/9+	Sc/R	Hobbit	Bag End -3CP
1 Pippen	4/1/1/9*+	Sc	Hobbit	Tuckborrow -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	elven cloak	
Pippen	4/1/1/9	Sc	star-glass	
Gilraen	3/1/2/8	Sc/Sa	elfstone	
Halbarad	6/1/5/7	R/Sa/D		

I like to count the characters in the playdeck [9 above], then to count the skills in all characters in the deck excluding agents used as agent. This count is W-Sc-R-Sa-D. So this deck has 9 Scouts.

I list the MP of the character on the left, then name, mind/direct influence/prowess/body skills, race, magic, leadership, home site, other notes.

Bolded MP values are those expected to be counted for the council.

after the body value:

* = starting character

+ = in a core company listed below

a = agent used as an agent

s = place in sideboard to start the game

-- = some other reason such as play late in the game.

Non-uniques are italicized. I also try to order the characters based on skills.

I try to color agents in maroon, and dual characters in an orange, minions in purple, and heroes in blue.

I list below the character pool the core companies to create as the game progress. Such companies are expected to be formed no later than Turn 14.

I show the general influence use then total. I then show the hand size of this player followed by the sum of the mind for all the characters just for fun.

I try to give each company a name such as Ring-seekers. Followers are indented under the controller's name. The first value after the skills are the sum of corruption points and corruption modifiers for this character. Sometimes I show the race followed by the normal mind. Since I use the modified mind in the list of stats. For example, 5-mind Layos with a Thrall-Ring will have the stats: 4/3/3/8 M5 2

Items are listed in lowercase. Events are capitalized. Sometimes I list the ally.

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	2	gold ring, sting, scroll
Pippen	4/1/2/10	Sc	2	bilbo MR, cloak
<i>Wanderers</i>				
Aragorn II	9/7/11/9	W/Sc/R	2	narsil, Andúril, Equals
Beretar	5/1/5/8	W/R	1	glass
	White Towers			[discard hazard pe] Best Friend, Houses Healing, Engines
Gilraen	3/3/2/8	Sc/Sa	1	elfstone, <u>Lobelia (Sc)</u>
Arwen	3/0/2/8	Sc/Sa	2	palantir, <u>Tom (Sa)</u>

OBJECTIVE

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

Aragorn II and Frodo are the main heroes for Gandalf. The resource strategy utilizes hobbit scouts and stealth in gathering MP in and near western Eriador. The Wizard has several cards for him (events, spells). The hazard strategy is recruiting the Free Peoples to fight back and repel the evil that has suppressed and feared them for so long. The creatures can target all the free and border realms. You want to delay the revealing of your strategy as 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

Those in Eriador have protected The Shire from wolfpacks and ruffians for centuries. Dúnedain, an elf, and hobbits will join with a wizard to bring to light a great evil. All have a home site in Eriador. This player has the most hobbits of any deck. You will have two moving companies and Gilraen squatting using 12 of your 20 GI. A significant portion of the deck is for two women to stay at the White Towers. This includes permanent-events, a palantír, and an ally. Such a portion can be removed for card slots for other resources to protect the characters.

The starting company will have [Arathorn II](#), [Halbarad](#), [Pippen](#), and [Gilraen](#) using all 20 GI. This company has two Scouts, Rangers, Sages, and Diplomats. Pippen will use his corruption bonuses often. He can take hits and carry items; his inclusion allows the hobbit resources to be placed in the play deck. Pippen can tap to cancel the AA at Tuckburrow. Keep Pippen in play. [Arathorn II](#) has a 9 body that will keep him in play. He is the only Warrior in the starting company. His +1 DI against dúnedain allows him to control [Gilraen](#). She 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. [Gilraen](#) has +4 DI against Arathorn II and Aragorn II, but will not use it. [Halbarad](#) is the primary Ranger and secondary Diplomat. He has +2 DI against dúnedain allows him to control [Gilraen](#). If he needs to be played again his home site of any Border-hold of Eriador is convenient. His low 7 body though may prove that he will not be played again. 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](#) later in the game. Arathorn II and Halbarad will be discarded once Aragorn II and Beretar are drawn. This means you can take risks with your starting characters. Elven Cloak and Star-glass are starting items to cancel strikes. There are 9 Scouts in your pool of characters. A dúnadan with a home site in Eriador will play Ring of Barahir to allow My precious to attack. The ringbearer will later be discarded with the ring special item, so do not play it on Aragorn II.

The Ring-seekers will play resources, which aid in the finding of the One Ring. This will be Gandalf and two hobbits where barrel-riding is a must for a hazard limit of two. Your trips to Ruins will give trouble, so have appropriate resources in hand. This company has three Scouts. Gandalf has three [Hobbit-Lore](#) events to give the wizard +6 DI to hobbits. He then has 8 DI available to play the other hobbits or any other character under his direct influence. He will tap to play the Hobbits factions and the Information events. Pippen stays in play wearing Bilbo's Magic

Ring and Elven Cloak for 4 CP, but his +2 to CC equates to 2 CP. The ring provides Sam joins him searching for potatoes carrying supporting items such as a Precious Gold Ring and Scroll of Isildur. Sting has Sam's prowess at 3 and 5 CP, but his +3 to CC equates to 2 CP. Sam is the only Ranger of the three. Do Not Use It Again may be played on the Scroll. Gandalf does not have a specific item so to keep his corruption low. He can tap to test a gold ring in his company.

Aragorn II leads the Wanderers controlling Beretar. The Wanderers will be playing items. Aragorn II has a Reforged Narsil and is First Among Equals. This grants him 7 DI and 2 CP. (He can have his father as a follower, or Beretar and an Anor Ranger, or Halbarad). [Beretar](#) will carry the Star-glass to cancel undead attacks. The Wanderers will deter any minions who happen near the Ring-seekers. This company of two has two Rangers and at least one Scout. Aragorn II's 11 prowess and untapping ability with Andúril allows this company to play items after facing almost any AA. The other dúnedain will join Aragorn II until Beretar is able to join.

[Gilraen](#), with [Elf-stone](#), will control [Arwen](#) and the two allies (Mistress Lobelia, Tom Bombadil). Both women are Scouts and Sages. [Gilraen](#) will have 1 CP. Arwen will use [Palantír of Elostirion](#) for 2 CP. She will tap the seeing-stone to remove corruption cards on Gandalf, Arwen and Dúnedain. Reconstructed Towers will be played at The White Towers by [Círdan](#), which will make it a Free-hold 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. These two can move to Grey Havens if danger is too great. An ally can fetch the palantír again.

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

[Ranger of Anor](#) is included in case other characters have been eliminated and you need another body in play. He is a Ranger with a home site of any site in Arthedain or any non-hidden, non-Shadow-hold site in Cardolan or Rhudaur. Bilbo is a spare hobbit; he will be played by Thorin II, but you can play the hobbit later in the second playdeck. Merry is played by Théoden. This player has one slot for another character in the playdeck.

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. Narsil is a greater item and Sting is a minor item. Sting gives anyone +1 prowess, but hobbits receive +2 prowess.

[Star-glass](#) and [Elven cloak](#) will help in canceling strikes. Star-glass can tap to cancel an Undead attack or modify the prowess of wolf, spider, or animals by -2. Bearer must make a CC first. Such a modification of attacks can allow some of the big people to remain untap after an AA. Elven Cloak can cancel an attack keyed to Wilderness.

[Gift of the Evenstar](#) will be played when Frodo is in play. It is a jewel of 1 CP playable at any Free-hold with Arwen present. The only ability Frodo will use is to tap the item canceling any effect that would discard him or return him to your hand that phase.

Two precious gold rings will help you play the One Ring if the main option fails. [Bilbo's Magic Ring](#), is great in canceling strikes on the bearer giving the wearer +3 DI, +3 prowess and 3+ body (max 10). A good-roll of 9+ is needed for testing successfully for the magic ring. There are two [gold rings](#) for testing. [Scroll of Isildur](#) is a greater item to help with playing the [One Ring](#)

by modifying a ring test by +2. All but Bilbo's Magic Ring are in the sideboard. Play Do Not Use It Again on the One Ring to conceal it. The ring will give no CPs, but cannot be use. The resource is discard if bearer is in a company size less than three, chooses during ORG phase, or becomes wounded.

Ring of Barahir is in the deck to use On the Precious. This ring item must be played at a site where Lossoth faction is playable. Bearer can tap the ring to cancel a Dragon or drake creature attack and put the creature's card back into the player's hand. The ring cannot be stored, stolen, or transferred. The item is only included to use On the Precious.

Palantír of Elostirion is a seeing-stone that cannot be moved. But any sage can tap to use the item to remove a corruption card from an Elf or Wizard under your control. Then the sage makes a CC with the 2 CP item. This item will keep characters from tapping to remove hazards and wasting Marvels Told.

ALLIES

There are five allies in this deck: two hobbits, maia, and two horses of course. Any more allies then may be Here, There, or Yonder is possible for inclusion.

The horse, **Shadowfax**, if there for Gandalf to attack a minion ringbearer and use Wizard's Cart. **Shadowfax** will let Gandalf move to attack a company that has an item they should not have. 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. A situation may arise that playing this ally is not possible due to the commitment to move to Rohan. You might have Beretar play Shadowfax, so to transfer the ally later to Gandalf. Fatty Lumpkin will be used to fetch a discarded ally.

Fatty Lumpkin is the other horse ally. His 8 body is fine, but his 1 prowess is low. His playing restriction of being played by the controller of Tom Bombadil or Goldberry at Tom's House. This ally will be played in the second deck. A transfer of Tom Bombadil might be necessary if one of the women is already at White Towers. But the new controller must have a mind of three, which is Fatty.

Gollum is a must and needs to be played by a hero with fewer than four mind to allow transfer of the ally using New Best Friend. He will be played after playing Bilbo's Magic Ring.

Mistress Lobelia is a Scout for safety to playing Hiding on the stationary females, and the ally 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. He will be played in the first deck.

Come at Need is a hazard in the deck that can be used to attack minions with your allies or to keep an ally ready to bring to your hand during the ORG phase. However, if a minion enters a site that plays the ally the ally attacks. Shadowfax can be kept with this card since Edoras and Dunharrow are dangerous for minions to visit. Tom Bombadil can also be placed with this card.

FACTIONS

Gandalf will play **Hobbits**. This faction is there for MP and tapping to support your companies to cancel attacks in The Shire. Play the faction at Michel Delving to yield 2 more MP.

An attempt of 9 is needed (hobbits +4). A Northern Army will defiantly slow things down in Eriador, so head to Lórien. This player does not to play many factions.

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](#). Isengard is the site for this event due to it being a Ruins instead of a Shadow-hold. 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 and tapping to test a gold ring. He is not a Ranger, but can come into play at any haven. 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 Beretar under his DI so Arathorn II can use his DI to influence early in the game.

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 [Sacrifice of Form](#), 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 Organization phase, so he will be weary during travels and at sites. Tap him to bring in cards from the sideboard at any opportunity for those cards are needed to be played during the second deck. [Wizard Uncloaked](#) will help keep things moving. Uncloaked removes permanent-events that require tapping for removal or resources to handle corruption checks.

The wizard has -1 to his corruption points. [Wizard's Cart](#) will be used to fetch [Fireworks](#), which can untap White Towers or Tom's House to play their respective resources. The wizard does need to control a horse ally before playing [Wizard's Cart](#), which is [Shadowfax](#).

GATES OF MORNING

The deck uses only one Gates of Morning resource: [Many Turns and Doublings](#) will aid in combat and traveling. This resource can cancel nasty drake attacks or an Undead army. A few Hero players have stronger Gate decks. There are 2 Twilights in the hazard deck.

ERIADOR AND Grey Havens

Grey Havens will be your main haven since you want to avoid Cardolan and 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 just 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. Any unwounded character can use [Escape](#) to cancel an attack. Use hobbits for this event since that race uses [Halfling Strength](#). [Hiding](#) is present to be used by those squatting

at the White Towers or if a company is tapped preventing play of a resource during the site phase. Many Turns and Doublings will use to cancel a variety of attacks found in Eriador. A Ranger is needed to cancel an attack by wolves, spiders, animals, or Undead. Gates of Morning allows this resource to lower the hazard limit by one. No Waiting to Wonder allows the tapping of a hobbit when another is facing a strike. The strike's prowess is modified -4 and body by -1. This will allow defeating of tough creatures or an AA. Halfling Stealth protects hobbits from any attack.

With a lot of items and few heroes, corruption will be a problem early on. As soon as [Scroll of Isildur](#) is drawn, play it at a reasonable time, but don't hold on it for too long and protect it at all costs. Gollum can be placed with Come At Need. However, the ally will attack if anyone moves to one of his home sites. You can do this combination the turn before your resource turn. [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. You might have to discard the palantir when using this resource, but Lobelia can fetch it for you just before the deck exhaust so to untap The White Towers. Fireworks can untap free and border holds.

[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.

SITES

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

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 is used for healing if you want to keep Tom in play and moving into Rhudaur is dangerous. The Old Forest has Tom's House to play Bombadil and Brandy Hall to play Sting. Edoras has Shadowfax.

Lossoth Camp is the only Border-hold you need to visit. Play Ring of Barahir there.

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

Mallorn will be played by Elrond Half-Elven; 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. Círdan will play a stage resource to make The White Towers into a free-hold.

AGENTS

You can use [Hidden-knife](#) with your creatures to kill or wound agents. You have many creatures keyable to free-holds and/or The Shire.

ERIADOR DIVISION

Círdan will play Reconstructed Towers that will make The White Towers into a Free-hold and allow Palantír of Elostirion to affect Dúnadan. He will also play a precious gold ring so you can influence it away. Balin will also play a precious gold ring that will be held by Nob, which you can easily influence using Hobbit-Lore. Such a plan will save Gandalf two turns to play a special ring item and of not visiting a dangerous site. The gold ring can even come to visit Gandalf at the Shire!

Elrond Half-Elven will play Mallorn that will make Bag End a haven. He will aid your characters if a big, bad overt company attacks you. Spring of 1420 in play by you will extend Mallorn to all Shire sites. This elf will play The Oldest as a hazard creature, so this will not prevent you from play the maia as an ally.

Safe From the Shadow will allow quick storing of your mission events; it is played by Balin. That dwarf-lord will be seen in the Shire.

FACTION WAR

You only have one faction. Hobbits are not going to stop Angmar. Your travel may be limited due to moving factions.

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

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

The resource you expect to be duplicated or influenced from you are: Gollum, Scroll of Isildur, and The One Ring. Do not go to great lengths if the Scroll is locked at a Darkhaven. You might have to send the greatest Ranger of Middle-Earth to hunt for Gollum.

The ONE RING

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

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

There are resources in the deck to play Bilbo's Magic Ring away from Under-Grottos. The magic ring is in the deck. If you discard it early, then recycle it with Smoke Rings. First, play Ring of Barahir. Then place On My Precious and Gollum into the playdeck. You do have agent

My Precious in the playdeck for you to play and kept unrevealed. Move the ringbearer to Rivendell. Unrevealed My Precious at Goblin-Gate. Play On My Precious and take Gollum from the discard pile to your hand. The agent now attacks the ringbearer. The attack needs to fail. After the attack tap a Warrior, Scout, and a Ranger in the company to play Bilbo's Magic Ring. Then tap another character to play Gollum to discard the agent. Try to make this happen in the first deck.

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

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 net 1 MP (+6-4-1=1). Andúril 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 Elrond, 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. Fatty Lumpkin requires Tom Bombadil to be controlled in the same company. This logistics may prove impossible if Tom is at the White Towers and the palantir.
- M=1 Reforging is your lone Misc MP. The Windlord Found Me 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.

1ST DECK - Hobbits & Elves

The first play deck will be forming the two core 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 after 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. Take great risks with your dúnadan characters, other than Aragorn II since you have them to spare.

If Gollum and Scroll have not been played by the 6th turn, then move to Edhellond and return through Lórien. This way you can play Scroll at Tolfalas then the ally in Goblin-Gate. Play Far-sight to fetch the item if it was discarded earlier. Shadowfax may be played at this time too.

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 your deck.

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

The Scroll, Frodo, Sam, Pippin, Bilbo's Ring, and Gandalf need to be in play. Bringing in [Fatty](#) will be a pain when you have to go to Bag End. 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 – may be Edoras or Dunharrow.

Whisking Away Youths on Mad Adventures is a solution to playing hobbits, but it raises the mind by one. This is okay if Frodo or Bilbo is played, not both, and Gandalf has one more DI from Sacrifice of Form.

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 to facilitate card draw.

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

This text is for the playdeck management scheme shown below. So many cards need to be used in the first or second deck, which start the game in the sideboard. I developed a possible strategy to do this.

The first column after the name is for cards sent to the playdeck from using: tapping the avatar, Smoke Rings, Rumor of Rings, Longbottom Leaf followed by the order of such cards. Leaf=4 = fourth card to be used by Longbottom Leaf.

The second column (dp) list the order of cars to be sent to the discard pile from tapping the avatar. dp124 = first deck, second group of 5 cards, fourth card in group five. The last column is reserved for manipulation during the second deck.

SIDEBOARD MANIPULATION

1	The One Ring				avatar
1	Gift of the Evenstar		dp112		
1	Scroll of Isildur			dp131	
1	Palantír of Elostirion#	smoke			
2	precious gold ring		dp113, 114		
1	Shadowfax	leaf-4			
1	Gollum		dp111		
1	Mistress Lobeila			dp134	
1	Tom Bombadil	leaf-5			
1	Fatty Lumpkin			dp135	
1	Fireworks		avatar		
2	Do Not Use It Again			dp132	avatar
1	New Best Friend			dp123	
1	Houses of Healing			dp124	
1	Engines of Defense			dp125	
1	Spring of 1420				avatar
1	First Among Equals		dp115		
1	Rings of Power				avatar
1	On the Precious	leaf-6			
3	Hobbit-lore	leaf-1,2,3			
2	Wizard Uncloaked	smoke		dp121	
1	Wizard's Cart			dp122	
1	A Flight Unmarked			dp133	

action	first PD		second PD	
	cards	tap	cards	tap
SB to PD	1	+1	4	+4
SB to DP	15	+3	-	-
Smoke	2	-	-	-
Leaf	6	-	x	x
Wiz card	-	-3	-	-
Ring test	-	-	-	+1

PD 1 +1 tapped

PD 2 +5 tapped

Gandalf will tap in the first PD to fetch the Magic Ring and Firworks. You want to draw the item when a gold ring and the Scroll are in play.

Longbottom Leaf will fetch all three Hobbit-Lores, two allies, and a gold ring. You want these to be played in the first playdeck. Smoke Rings will fetch three items. If you can tap your avatar instead, then you can use Smoke Rings to fetch a discard resource.

Two 5-card piles will be sent to the discard pile. Gandalf will tap 5x in the second PD to fetch resources. For the exhaustion trade, move five characters to the sideboard including Bilbo.

HAZARDS

Creatures-21

Arthadan Rangers will patrol Eriador.

Sarn Ford will protect The Shire.

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.

Shirriffs will be used to surprise minions in The Shire.

Assassins will hunt and kill coverts at the safe-holds

6	FH:	borderW	Kings		Assassin
8	BH:	borderW	Kings	Travelers	Assassin
2	RL:			Travelers	
-	SH:				
-	DH:				
-	UD:				

4	FD:	borderW	Kings		
8	BL:	borderW	Kings	Travelers	Wandering
2	W			Travelers	
2	WW				Wandering
-	WWW				
-	SL				
-	SL SL				
-	DD				
-	CS				

-	Forochel				SL-W	2
6	Arthedain	Arangers		SarnFord	SL-W	8
9	Shire	Arangers	Shirriffs	SarnFord	SL-W-FD	17
8	Cardolan	Arangers	Raiders	SarnFord	SL-W-W	12
5	Rhudaur	Arangers	Raiders		SL-W	7
5	Hollin	Arangers	Raiders		SL-W-W	9
2	Dunland		Raiders		SL-W-W-W	6
2	Enedhwaith		Raiders		SL-W-W-W	6

HAZARD CREATURES-21

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

Be careful since 11 of the creatures are only playable in Eriador. This means that it will be rare to play these creatures until late into the second playdeck. Arthedain Rangers will be put into the sideboard; so only 8 creatures will be rare to play in the first deck. The Necronmancer will not likely send minions to Eriador. That means Hidden Knife will be used to play three of these creatures every deck. However, when you do face the enemies of your Division late in the second playdeck there will be hurt.

HAZARD Event support-31

These events are to bother minions in Eriador that threatened you either by: Rings, auto-attacks, and free-people creatures. There is no main theme.

Basic cards:-2

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

Corruption/Checks:-8

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. Roving Eye will force a corruption check if the target bears an important item, which will stay in the sideboard until the second deck. The Burden of Time is an elven corruption event. Sauron will have several elves in play.

Main theme: creature enhance - 5

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.

Support Theme: Tapping - 6

Veils Flung Away may tap or discard orcs/trolls. **Call of the Sea** can only target elves, which is exactly what you want. This hazard is listed as an event that taps since it is likely a minion will tap to remove it.

Other-4

Come At Need is there to have one of your allies on the tap so you can play the ally. You may risk attacking with the ally. Think about suckering minions to the playable site of the ally. Revealed to All Watchers will be used in dire need in the second playdeck to draw cards.

Cycle:-7

Use **Return Beyond Hope** to recycle the most useful creatures and to bring back any high-MP. **An Unexpected Outpost** will be used to bring in hazards from the sideboard, unless discarded hazards will be good to cycle back. 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. Lord of the Eagles will only be used to fetch a * creature to your hand. Another Hero will play that ally.

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 visited her earlier. This is where minions will make their move. Canceling cards will be useful here, as well as Tookish Blood on the Ringbearer. Finally, the walk to Mt. Doom is at hand. No cards can help now, except for friends of old telling stories to pass the time under the permanent cloud of despair. Gollum will be slinking near or as an ally. He is the biggest threat of attack. Don't be late for supper!

12/20 GI used	10/17/11/11			
Ring-bearers				
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
Pippen	4/1/1/9	Sc	2	scroll, OR
Fatty	3/0/1/8	Sc	1	gold ring, OR
The Rangers				
Aragorn II	9/7/11/9	W/Sc/R	2	narsil, Andúril, Equals
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>

End of summary.

PLAYING HISTORY

Date: 10/20/2013

Summary:

Turn1: Windlord Found Me and Escape are drawn in hand of 8. All move to Lorien.
Arathorn II is wounded during MOVE phase.

Turn2: Gandalf is revealed at Lorien. Longbottom is discarded to fetch Shadowfax and Hobbit-Lore. Pippen and Halbarad are followers to Gandalf. Everyone moves to Isengard.

Pippen taps to play No Waiting to Wonder on a strike faced by Halbarad. No one is wounded.
Star-glass is tapped to reduce the Wolf AA prowess by 2. Gandalf does not tap. He rolls a 2; he ties the prowess of 5. Pippen is chosen for the third strike. He is tapped; he rolls a 5. The Windlord Found Me is played. Attack is cancelled by playing Escape on Pippen. Gandalf taps to control event.

Turn3: Gandalf in hand. Hobbit-lore is played. All move to Lorien.

Many Turns and Doublings in Rohan avoid wandering undead of the Entwash.
Hidden Knife and Sons of Kings attack a face-up agent. Gilraen taps to play Marvels Told.

Turn4: Aragorn II and two avatars in hand. Gandalf stores Windlord Found Me. He is untapped with one avatar card. Gandalf taps to put dp11-dp15 into DP from PD. All move to Rivendell.

Smoke Rings places Precious Gold Ring into PD from SB. Halfling Stealth protects Pippen.

Turn5: Fatty in hand. Brandir is played. Smoke Rings places Precious Gold Ring into PD from SB. Gandalf(Halbarad,Gilraen) move to Bag End. ArathornII(Brandir) and Pippen move to Lorien.

Pippen taps to play No Waiting to Wondor on strike to Brandir.

Turn6: Fatty is played at Bag End as Gandalf's follower. PGR, Gollum, and Shadowfax in hand. Gandalf(Halbarad,Gilraen) move to Isles of the Dead That live. ArathornII(Brandir) and Pippen move to Goblin-Gate.

ArathornII taps. Brandir is wounded playing Escape. Smoke Rings is played to put Scroll of Isildur into PD from SB. Fatty is wounded playing Escape.

At the site Gandalf and Halbarad tap to face strike. Gilraen taps to play PGR. Pippen taps to face an Orc strike. Arathorn II and Brandir defeat Orc strikes from AA. Pippen untaps with Halfling Strength. Pippen taps to play Gollum.

Turn7: Beretar in hand. Longbottom Leaf is played to put Bilbo's MR and Tom Bombadil into PD. Fatty is healed and untap playing Halfling Strength.

Gandalf(Halbarad,Gilraen,Fatty) move to Edoras. ArathornII(Brandir) and Pippen move to Rivendell.

At Edoras, Gilraen plays Shadowfax. Halbarad plays Sting. Beretar is discarded.

Turn8: Bilbo MR, Narsil, Scroll, PGR, and Reforging in hand. Arwen is played at Rivendell. Gandalf(Halbarad,Gilraen,Fatty) move to the Stones. ArathornII(Brandir), Arwen and Pippen move to Rivendell.

Halbarad taps to face Pukel strike. Fatty taps to play Narsil. Arathorn II taps to allow Information at Tol Lamfirth. Arwen taps to play Reforging. Gilraen taps to play Marvels Told.

Turn9: Gandalf taps to put dp21-dp25 into the DP from the SB. Regroup before moving to non-haven sites. Gandalf(Halbarad,Gilraen,Fatty) move to Grey Havens. ArathornII(Brandir), Arwen and Pippen move to Grey Havens. Longbottom Leaf is played to put two Hobbit-Lore events into the PD from the SB. Gandalf plays Sacrifice of Form. His avatar has been in hand for many turns. Arwen stores Reforging.

Turn10: Gandalf is played at Grey Havens. Gandalf(Halbarad,Pippen,Fatty) move to Edhellond. ArathornII(Brandir) and Gilraen(Arwen) move to Tom's House.

Deck exhausts during move phase. Arwen taps to play Tom Bombadil

Turn11: Gandalf taps and plays two Hobbit-Lores. He discards his avatar card to put Palantir of Elostirion into the PD from the SB. Smoke Rings puts Narya into the PD from the SB. Gandalf(Halbarad,Pippen,Fatty) move to Tolfalas. ArathornII(Brandir) move to Andoloki. Gilraen(Arwen) move to Rivendell.

Arathorn II taps to face the Drake AA strike; he is wounded. Brandir taps to play Precious Gold Ring. Arwen taps to play Marvels Told. Halbarad taps to face two Undead AA strikes. He carries Narsil; his prowess is 6. First strike he rolls a 5 (6-3+5=8). Second strike he rolls an 8 (6-1-3+8=10). It would be beneficial for Halbarad to die, so to save a turn playing another character.

Turn12: Sam in hand. Smoke Rings puts White Council into PD from SB. Gilraen(Arwen) stay at Rivendell. ArathornII(Brandir) move to Grey Havens. Gandalf(Halbarad,Pippen,Fatty) move to Edhellond. PGR is tested with Scroll. Test of 8! Bilbo's MR is played with Pippen.

Turn13: Halbarad is discarded. Gandalf(Pippen,Fatty) move to Grey Havens. Gilraen(Arwen) move to Sackville. ArathornII(Brandir) stay at Grey Havens.

Arwen taps to play Mistress Lobelia. [Assume Mallorn is not in play]

Turn14: Frodo, Anduril, Gift of the Evenstar, Houses of Healing, and Engines of Defense in Hand. New Best Friend had to be discarded. Everyone moves to Bag End.

Turn15: Frodo is played. Many items are transferred. Many characters tap to support CC. Everyone stays at Bag End. It's a party. Gandalf taps put One Ring into the PD. Discard avatar card to put Narya into the PD from the SB.

Gift of the Evenstar is played on Frodo.

Turn16: Sam is played. Hiding is played on those at Bag End. Gilraen(Arwen) move to White Towers. Everyone else stay at Bag End. One Ring in hand.

Mistress Lobelia taps to fetch the palantir. Arwen taps to play palantir. Houses of Healing and Engines of Defense played on White Towers. Gandalf taps to play Marvels Told.

Turn17: Back to Eriador Division hazard opponents. Hobbits drawn. Too late. Smoke Rings is played to put Golden Chain into PD from SB. Only three hazards left in SB. Gilraen(Arwen) stay at White Towers; Hiding is played on that company. Arathorn(Brandir) move to Rivendell hoping to draw Aragorn II. Gandalf and the hobbits move to Aden Secret Medical Library.

Gandalf taps to play Anduril.

Turn18: Only left to do is to play Aragorn II, but he is in the PD. Arathorn II is discarded. Brandir stays at Rivendell. Gilraen(Arwen) stay at White Towers. Gandalf and the hobbits move to Rivendell.

Golden Chain and Aragorn II in hand. Anduril is stored by the play of Safe From the Shadow.

Turn19: Play Aragorn II at Rivendell. Put Narsil(Anduril) on him. Gilraen(Arwen) stay at White Towers. Everyone else moves to Cerin Amroth.

Bilbo's MR is tested with Scroll. Roll of 7! +2 = 9. One Ring is played on Frodo. Halfling Strength in hand.

Turn20: Gilraen(Arwen) stay at White Towers. Everyone else moves to Lórien. One card in PD.

Deck Exhausts.

Golden Chain is played. First Among Equals is played.

REVIEW

Wow. Just in time to be at Lorien on Turn 20. Lot was learned.

- 1) If you want Arwen to be in Elessar's deck then find another 3-mind Elf Sage to be the follower of Gilraen.
- 2) Put Anduril in Imrahil's deck too. He has Strider to start the game and a Reforging. Imrahil will play Anduril in his second deck if Gandalf has yet to play that event.
- 3) Narya is too dangerous to play. There are no mechanisms to support Gandalf's CC. It will be replaced with Wizard's Cart, Fatty Lumpkin, Fireworks
A Chance Meeting is possible.
- 4) The starting company needs to have Gandalf in play before taking big risks at dangerous sites. It was too small to play Windlord Found Me at Isengard on the first turn.
- 5) Facing more than one multi-strike creature per company will stall a company with tapped characters.
- 6) Do not let Gandalf play an ally without Sacrifice of Form or with Hobbit-Lores. Those will be discarded and slow you down if you need to play hobbits. Only if Sam and Frodo could be played at Sackville would things look good or if Hobbits faction was played in the first deck.
- 7) Mallorn needs to be in play no later than Turn 11 by Elrond.
- 8) CvCC on the heroes at White Towers is detrimental.
- 9) 42 MPs. 6 tapped sites in first deck; 5 tapped sites in second PD.
- 10) 45 "companies" in 20 turns; 12 "squatting" companies. 6 moving companies from haven to another haven.
- 11) 10 characters played/discarded.
- 12) Your hand will be clogged with hazards facing non-Eriador opponents due to having many specific hazard creatures. Hidden Knife alleviates this. You need other avatars to use Here is a Snake to unreveal agents so you can target the agent.
- 13) When you are ready to test a ring, then you might have to move another company to a site with Information so to play Far-sight to fetch Bilbo's MR (if discarded) or another PGR.
- 14) Turn 08 had too many resource MP in hand at one time. May be to delay putting them into the PD from the SB until later.