

## MOUTH/ORCS

40avatar

<b>C</b>	9	Dol Guldur
<b>I</b>	6	Rhovanion
<b>F</b>	9	vs. Thranduil
<b>A</b>	1	Wilderland
<b>M</b>	5	Factions/Horses
<b>K</b>	2	Orcs

### RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 25 cards in sideboard

40 cards in H. deck, 15 cards in sideboard

10 characters in deck

9 starting cards

139 total cards

18.5 creatures

Changes from Deck-01 after 16 turns of the practice game

Both Grunts replaced by Orc Archer to allow killing characters. Forest Troll replaced by a third Tracker to have more Orcs. Ugluk replaced by Orc-Chieftain to allow that Uruk to be useable by a Fallen-wizard.

Fizzling Torch removed for Share of the Treasure for later use of Treasure Vault. Honey added. Sled-horde replaces Snaga-hai and use of Dead Marshes. Great Goblin removed. To Satisfy the Questioner replaced by Seize Prisoners.

Get You Gone removed for Treasure Vault.

Bairanax at Home removed with one Animal in the deck.

New Moon replaced by Tribal Totem to use Redoubled Force with Tidings of Bold Spies. Host of Bats removed for the Power Decks and use with Shadow of Mordor; replaced by Orc-Archers to tap characters so to redirect strikes and use Pierced by Many Wounds.

Strayhold now being use along with The Carrock sites. Gladden Fields abandoned for Gaurblog Lug. Mount Gundabad replaced by Strayhold to play a major item. Giant's Isle replaced by The Carrock to be away from Bolg.

# RESOURCES(40/25)

2	<b>Elfhewer</b>	
4	<b>Bone Basher</b>	
2	<b>High Helm</b>	
1	Black-mail Coat	
1	Elf-skin War Drum	
1	<b>DR of Dwálin's Tribe</b> -major	
1	Magic Ring of Delusions	
1	Gold Ring that Sauron Fancies	
1	<b>Share of the Treasure</b> -h+treasure	
1	<b>Honey-treasure</b>	sp1
2	Secret Book	
1	<b>Orcs of Dol Guldur</b>	
2	<b>Orcs of Mirkwood</b>	
3	<b>Sled-horde</b>	
3	<b>Spiders of Mirkwood</b> .12	
1	<b>The Necromancer's Bodyguard</b>	
1	Lesser Brood.8	
1	Regiment of Black Crows	
1	"Two-headed" Troll	
2	Seize Prisoners	
1	Slew the Great Warrior	
1	Slew the Great Warrior	
1	Long Grievous Siege	
		15/9

3	Hail of Darts	
1	Swarm of Bats	pe
3	The Goblins Are Upon You	
3	Crept Along Cleverly	R
1	Piercing All Shadows	R
2	Join With That Power	D
2	Crack in the Wall	Sa
3	Voices of Malice	Sa
1	Secrets of Their Forging	Sa
1	Smart and Secret	com
1	I'll Be At Your Heels	L
2	Abduction	pris
1	Driven As By A Madness	sp
1	Calm-song	sp
1	Familiar	sp
1	Counterfeit	sp3
1	Marauding Band of Orcs	pe
1	Marching Companies	pe
1	Treasure Vault	pe
1	Grond	pe
1	<b>Patrol the Area</b>	pe
*	Orders from Lugbúrz	pe
*	Whispers of Rings	pe
*	<b>Emissary of the Darklord</b>	pe
3	Weigh All Things To A Nicety	
1	Warlord	sp2
1	Breeders Stock	sp1
1	Gift of Deceit	sp1
1	Under His Fist	sp1
1	<b>Lieutenant Of Barad-Dûr</b>	sp2
1	Swift Onset	
		25/16

## **HAZARDS**(40/15)

3	Hobgoblins	orc	1	2	10	x		-WW
3	Orc-patrol	orc	1	3	6	x	R,SH,DH	-W,SL,DD
3	Orc Watch	orc	1	3	9	x	SH,DH	-SL,DD
3	Orc guard	orc	1	5	8	x	SH,DH	-SL,DD
3	Orc-Lieutenant	orc	1	1	7	x	R,SH,DH	-W,SL,DD +4P
3	Uruk-Lieutenant	orc	1	1	9	x	R,SH	-W,SL +3P
3	Carrion Birds	animal						
*	Big Bats for power deck							

**18/3**

2	Doors of Night	P.env
2	Twilight	S.env
1	The Burden of Time	P.corr-elf
1	Choked with Vanity	P.tap-lord
2	Reaching Shadow	P
2	Redoubled Force	P.AA-orc/troll
2	Tidings of Bold Spies	S
3	Orc-Archers	S.enhance-all face a strike
3	Two or 3 Tribes Present	S
3	Fruitless Victory	
1	<b>Fury of the Iron Crown</b>	
3	Tribal Banner	
3	Tribal Totem	
3	Pierced By Many Wounds	

3	An Unexpected Outpost
---	-----------------------

**22/12**

**SITES**

SM	Dol Guldur			O.Dol Guldur
AV	Beorn's House	ring	men	Honey
AV	Eagle's Eyrie	Info, m, M	animals	
WR	Thranduil's Halls	m, M, ring	elf, elf	
WR	Celebannon#	Info, m, M	elf, elf	Seize Prisoners
SM	Ceber Fanuin	Info, m, ring	elf	<i>hidden(elf)</i>
SM	Rhosgobel	Info, m	maia, maia	
<hr/>				
AV	Mathlaburg	Info, m	men	
WM	Woodmen Town		men	
NR	Dale	ring	men	
NR	Cave of the Urdharkonur	m	men	Secret Book
SR	Strayhold	Info, m, M	men	High Helm
<hr/>				
AV	Framsburg	m+	men	Share of the Treasure
AV	Carrock	Info, m	animals	Regiment of Black Crows
AV	Gladden Fields	ring	undead	x
WF	Hermit's Hill	m	men	x
Ro	Barad Tathren	m, ring	spiders	Lesser Brood
GN	Buhr Thurasig	m, M	men.2w7	Black-mail Coat
GN	Wind Throne	Info, m, M	orc.3w7	Elf-skin War Drum
GN	Gondmaeglom+	m, M, ring	Scatha	x
GN	Ovir Hollow+	m, M	Bairnax	x
WM	Caraas Amarth	m, M, ring	Traps	x
HM	Cor Angaladh	m, M, ring	undead	x
HM	Mountains of Mirkwood	Info, m	spiders	Spiders of M, Lesser B.
Da	Bandit Lair	m, ring	men	x
Da	Amon Lhaw	Info		x
SR	Buhr Widu	m, M	troll	2-head troll
<hr/>				
TU	Urdic Camp		men	Sled-horde
DG	Deep Cleft	m	orc	*
Gu	Mount Gundabad	m, M	orc	*
HP	Goblin-gate	m, M	orc	Elfhewer
RG	Moria	m, M, G, ring	orc.4w7	Bone-Basher
HM	Sarn Goriwing	m, M	orc	O. Mirkwood, Snaga
Da	Dead Marshes	m, M	undead.2.8	*
Da	Thuringwathost	m	orc.3.8	*
Eo	Gaurblog Lug	m, M, ring	orc	GR Sauron Fancies
ud	Sulfur-deeps	m	troll	
Grond (Sarn Goriwing-Orcs of Mirkwood)*				

<b>MINIONS-10</b>	15-2-3-2-2					
3 Mouth	9/4/6/8*+	W/D	Dun	Barad-dur	+2DI.factions	
3 Lt. Dol Guldur	9/3/7/9+	W/Sa	Olog	L Dol Guldur	d9; +2DI. O+T	
1 <i>O-shaman</i>	4/0/3/7+	W/Sa	uruk	sp orcH		
2 Ukôg	5/2/4/8+	W/D	Uruk	L S. Goriwing	d7, 8+2P.orcs; +1DI.O/T	
1 <i>Chieftain</i>	4/0/4/8*	W	orc	L nonDH UD	+3DI.orc-ORC; d8	
1 <i>O-tracker</i>	3/0/3/8+	W/R	orc	DH	1CP; d7,8	
1 <i>O-tracker</i>	3/0/3/8*	W/R	orc	DH	1CP; d7,8	
1 <i>O-tracker</i>	3/0/3/8	W/R	orc	DH	1CP; d7,8	
<i>O-brawler</i>	1/0/3/8*	W	orc	DH	1CP; d7,8	
<i>O-veteran</i>	2/0/4/8*+	W	orc	DH	1CP, d8	
<i>O-archer</i>	2/0/2/7	W	orc	DH	d7, t: 1s -1P/-1B	
<i>O-archer</i>	2/0/2/7+	W	orc	DH	d7, t: 1s -1P/-1B	
<i>O-archer</i>	2/0/2/7+	W	orc	DH	d7, t: 1s -1P/-1B	
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc	DH	1CP; d7,8	
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc	DH	1CP, d7,8	

starting companies: Dol Guldur <Orders from Lugburz><Whispers of Rings>

Mouth	9/4/6/8	W/D	<Embassy>
Chieftain	4/0/4/8	W	
Orc-tracker	3/0/3/8	W/R	
Orc-veteran	2/0/4/8	W	
Orc-brawler	1/0/3/8	W	

17/25 (20+5) GI unused 2 companies of 1 and 9

### #1

Mouth-W	9/6/7/9	W/Sa/D	2	helm, LtBD, Deceit[m3]	spirit [+2DI.factions]
	9/6/8/9	W/Sa/D	3	dwarven ring, LtDB, Deceit	
Tracker	3/0/3/8	W/R	1	Counterfeit	

### #2 <Orders from Lugburz> <Marauding Band of Orcs> <Marching Companies>

Gorfaur-W	9/9/9/10	W/Sa	2	elf, y2, Warlord, Smart, Stock, Fist	
<i>O-shaman</i>	4/0/3/10	W/Sa	2	mail, MRdelusions	spirit*
<i>O-tracker</i>	3/0/3/9	W/R	3	Shadows	
Ukog-L	5/3/6/9	W/D	3	basher	[+2P.DON]
+ <i>O-veteran</i>	2/0/4/9	W	1		
+ <i>O-snuffler</i>	2/0/2/9	W/Sc	1		
+ <i>O-snuffler</i>	2/0/2/9	W/Sc	1		
+ <i>O-archer</i>	2/0/2/8	W	1		
+ <i>O-archer</i>	2/0/2/8	W	2	drum	

## OVERVIEW

This is an avatarless Black Player with two 9 mind characters. A troop of overt characters using Hail of Darts and a Diplomat-centric strategy will bring darkness to Mirkwood. Native overt leaders provide the leadership and direct influence to control low-mind orcs. As a result playing missions at Free-holds or combating heroes is possible. Dol Guldur provides a wealth of sites for either rings, allies, and greater items. The three prong strategy for this player includes: gathering items, playing six factions, and taking prisoners.

## MOUTH

The Mouth will leverage his voice to influence factions. He wears High Helm for seven prowess and 9 body. He can take with him an orc with Counterfeit as protection. As a follower, this will leave The Mouth +6 DI against factions. He will be the Lieutenant of Barad-Dûr, which makes him a Warlord and Leader. He will also be a Sage. The command Gift of Deceit will allow the fetching of events for Warriors, Sages, and Diplomats. This will be the only command event for Mouth. Try to have the one-mind orcs as followers; then use of Join With That Power will grant a double bonus for every character in the company against an opponent's resource.

Embassy of the Darklord grants +2 to CC from the use of spirit-magic. The use of Calm-song can make attacks detainment. The play of all eight factions will mean he only needs one point of GI to be controlled. Wild Hounds is expected to be discarded for its normal ability.

Familiar is spirit-magic that needs the Mouth to be in the company of Swarm of Bats. This event creates a Scout ally that can face a creature attack from a group of cards from your opponent's deck. Do this during the organization phase every turn to kill creatures. Be careful with corruption on the Mouth.

## CHARACTERS

All of your minions are orcs, olog-hai, or uruk-hai. You want to kill elves at all costs. There are many expandable orcs including leaders. There are just three unique minions of the 15 minions. You have one extra leader – Chieftain. Some minions are just lame.

Lieutenant of Dol Guldur is a natural ally for this deck. Gorfaur is one of the four Olog-lords. He is the only Sage. As an olog-lord he has 9 mind, 9 body, keeps an extra card in hand at his home site, high prowess, and 5 direct influence. Gorfaur has a weaker 7 prowess, but that Sage skill is worth that value. His normal 3 DI helps with influence non-orcs. This troll will become a Warlord. Success by this player may give this Olog a prominent place for the war.

Ukôg is a unique leader. This Orc has the rare skill of Diplomat among his race, which fits nicely with this deck using such skill cards. A five mind is a nice value to be controlled. His normal 2 DI can help with a desperate influence check. A +1 DI against Orcs and Trolls allow him to have followers if that has to happen. A low prowess of 4 is not an asset along with an 8 body; he is discarded on a body check on 8. Visits to Orc-holds allow him to use his +2 prowess against Orcs. But this lame orc forces his company to move only three regions normally. A visit to Moria will be a pain. His special ability allows him to tap after Combat to modify his attacker's body by +2. This means to boost his prowess with a weapon such as Bone-Basher or use Hail of Darts. This Uruk will be in a core company.

Orc Chieftain is the fourth leader and another Orc. He has a low 4-mind, 4 prowess, and average 8 body with +3 DI against Orcs. This will let him have followers. He starts the game to allow a lost of a leader to be of no effect.

Orc-Shaman is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold can make his play easier. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to heal an Orc or Troll in the company. His role in the game is to use a magic ring to recycle magic cards.

There are three copies of Orc-Tracker providing the sole source of the Ranger skill. Tracker is a 3-mind Ranger with average 3 prowess and 8 body with 1 corruption point. He discards on a 7 or 8 body check.

Two copies of Orc-Snuffler are included. This Orc has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He provides the Scout skill.

Orc-Brawler fills the starting company with 1-mind for 3 prowess. He can take a big strike with his 1 mind under GI.

Orc Veteran is better with 4 prowess at the cost of 2 mind. This orc will be a bodyguard in a core company.

Orc Archer is a 2-mind Warrior of 2 prowess, but his 7 body is low. He can be played at any Orc-hold if an overt leader is at the site. He can tap to play Hail of Darts on his company as if during the Organization phase. This will really be useful during the site phase and this character receives +1 prowess and body for the turn. Another ability is to tap to give one strike from an attack or in Combat -1 to prowess and body. This should get heroes killed in Combat. Get two or three of these bow-stringers in the Troll company late in the second deck for mayhem.

## COMPANIES

The starting company can be broken into two. Mouth will control Tracker. Chieftain will have Veteran and Brawler. This last group can make a direct attack on heroes on the first or second turn. Orders from Lugbúrz will start the game. The corruption bonus to troll followers is a perk. It will allow the influencing of orc factions since the low-mind orcs do not require DI for control. Mouth will start the game. Keep him safe by playing factions. Whisper of Rings can get you ring special items early. Embassy of the Darklord will start too since you want to start pulling resources into the discard pile. Each faction in play will reduce one GI point from the Mouth's nine mind. Sooner you get this value low the sooner you can play the Lt. of Dol Guldur.

<i>starting companies:</i> Dol Guldur			<Orders from Lugburz><Whispers of Rings>
Mouth	9/4/6/8	W/D	<Embassy>
Chieftain	4/0/4/8	W	
Orc-tracker	3/0/3/8	W/R	
Orc-veteran	2/0/4/8	W	
Orc-brawler	1/0/3/8	W	

The main core company is the Mouth with an orc Ranger. Counterfeit allows this company to remain covert. Mouth then has +3 to influence attempts. His Warlord event reduces his mind by one for control purposes for each faction in play that he influences, which is expected to be six factions. First play High Helm on him for 9/6/7/9 stats. Then give him the Dwarven Ring. Maybe give the ring to the olog and give Elf-hewer to Veteran. Ukog cannot be played until Mouth has influenced three factions.



<b>#1</b>					
Mouth-W	9/6/7/9	W/Sa/D	2	helm, LtBD, Deceit[m3]	spirit [+2DI.factions]
	9/6/8/9	W/Sa/D	3	dwarven ring, LtDB, Deceit	
Tracker	3/0/3/8	W/R	1	Counterfeit	

You want to build a large company of 9 minions with Marauding Band of Orcs. . This band will have one Ranger and two Sages. Orders From Lugbúrz will allow you two leaders in this company. Lieutenant will be a Warlord with two trophies to have more followers. Lieutenant will have the weapon Elfhewer and the command Smart and Secret for body protection since he will keep his followers when the other leader splits with the low-mind orcs for a mission. This olog will control three allies. He will also have the commands Under His Fist and Breeder's Stock to fetch orcs. This is three command events. Breeder's Stock will be discarded at the end of the turn. It can be fetched with Elf-skin War Drum. All the events will have the olog with 9 DI controlling Shaman and Tracker. Elfhewer adds +1 DI and +2 prowess for 9 prowess.

The other leader will not have a command event so to have more followers. Tracker will have corruption problem with Piercing All Shadows. Shaman is included as an extra sage and allows the use of spirit-magic. Shaman wears the armor Black-mail Coat to raise his body by two and a Magic Ring of Delusions to fetch spirit-magic events. Ukog is the other leader; he will have the weapon Bone-Basher raising his prowess to 6, then to 8 with DON in play. The five other minions include two Sniffers, a Veteran, and two Archers. With this set up, you have 3 minions with a prowess of 4 or more and 2 minions with a prowess of 3.

Two sages allow the use of Crack in the Wall. Ukog will be the main fighter versus elves. Two Orc Sniffers are in this company to provide extra orcs and only increasing the hazard limit by one. Marching Companies with Elf-skin War Drum will allow Ukog's company to face attacks alone. Get Ukog trophies to increase his prowess and follower count. This company will use 14 of your 25 GI.

<b>#2</b>	<b>&lt;Orders from Lugburz&gt;</b>	<b>&lt;Marauding Band of Orcs&gt;</b>	<b>&lt;Marching Companies&gt;</b>
Gorfaur-W	9/8/9/10	W/Sa	2 elf, y2, Warlord, Smart, Stock, Fist
<i>O-shaman</i>	4/0/3/10	W/Sa	2 mail, MRdelusions spirit* +2CC
<i>O-tracker</i>	3/0/3/8	W/R	3 Shadows
Ukog-L	5/4/6/9	W/D	3 basher [+2P.DON]
<i>+O-veteran</i>	2/0/4/9	W	1
<i>+O-snuffler</i>	2/0/2/9	W/Sc	1
<i>+O-snuffler</i>	2/0/2/9	W/Sc	1
<i>+O-archer</i>	2/0/2/8	W	1
<i>+O-archer</i>	2/0/2/8	W	2 drum

Ukog will split in his own company in the first deck to play two resources. Again split in the second deck to play Seize Prisoners and the gold ring. Ukog will wear High Helm when the dwarven ring is played.

## ITEMS

There are battle-gear items, treasure, and ring items. Treasure Vault will help if any one of

your items if forced to be discarded. This player has valuable items including a Dwarven Ring.

Elfhewer is an elf-bane. This weapon is playable only at Goblin-Gate. You have no other specific resources to play there. Warriors receive +2 prowess (max 9, +3 against elves max 10 and -1 to target body. A leader receives +2 DI against Orcs. An Orc bearer with a mind 7 or more can tap during strike assignment to allow bearer to face all strikes from an Elf-attack as if a one character company. No orc with a mind of 7 is in the deck.

High-Helm will boost prowess, body, and DI; it is for the Mouth. The +1 prowess (max 8) is only for warriors. The other bonuses include +2 DI and +1 body (max 9) all for 2 CP. An inherent danger of this item is its uniqueness and power.

Black-mail Coat will help with body with +2 (max 9). Consider exchanging the Coat to the Mouth and the Helm to Ukog so to give Ukog more followers. The item's inclusion is mainly to help Shaman keep his skin.

Nothing excites an olog better than smashing. Maybe biting necks. Bone-basher will be found at Moria. This two-weapon Mace helped drive out Durin's Folk. The greater item is only play if the company has faced an Orc attack this turn. Moria is the safe bet. A Warrior receives +2 prowess (+4 if Doors is in play) to max 10 and -2 to target's body. Great for combat. The item can tap when combat is declared to tap one character or reduce number of excess strikes against your company by 2.

Elf-skin War Drum is great. It can fetch command events, allow more sites for your troll allies, and grants any leader Marching Company status.

Secret Book is the Lost Knowledge to gain access to hidden sites including to play Lesser Spiders faction. This item will be used in the second deck to tap a site for Seize Prisoners.

Two ring special items are on your mind. Magic Ring of Delusions will allow the fetching of spirit-magic events. Play the Dwarven Ring on the Mouth in the second play deck. Gold Ring That Sauron Fancies is the gold ring item of choice to test. Whispers of Rings will let you hold both ring special items until testing. Secrets of Their Forging is the mechanism to test. This dwarven ring fetches major items. You have three major items. The two major items that need to be fetched by this ring are Elf-Skin War Drum and High Helm during the Warlord Phase. Wisdom to Wield will be the resource to select with Game Points.

Share of the Treasure will cancel detainment orc, dunedain, men and dwarf attacks. Its two CP is a pain, but manageable. Store it though with Treasure Vault along with Honey for 1 MP. Honey is a special item playable at Beorn's House or Ligr Wodaize Berne. It is a treasure and food item. It is worth 2 MP. Think about using its abilities in the first deck. Else store it.

## **FACTIONS**

You have six factions. Mouth has the responsibility to play all these factions. Two will be hard to get. There are men (1), troll (1), orcs (2) and spiders(2).

Spiders of Mirkwood (13) allows discarding a prisoner via Abduction to add a bonus to the influence attempt equal to the food's mind. Lesser Brood (6) requires the discarding of a Lost Knowledge resource, Secret Book, to enter into a hidden site in Rohan for play. This faction is playable at a site with a Spawn AA else at a Spider AA with -3 to the attempt. This faction can always be played at Ruined Signal Tower.

Orcs of Mirkwood (9, oRed Eye -2; oGorgoroth +2) will be safe to get at Sarn Goriwing. That site is Ukog's home site.

Orcs of Dol Guldur (9: oMoria -2; oRed Eye +2) is at the Darkhaven. Snaga-hai (10) is the weakest orcs.

Grond will be played on the Orcs of Mirkwood. Long Grievous Siege will be played on Orcs of Mirkwood. Target Lake-town to discard two hero factions.

Sled-horde of a strong Man faction in the Northern Waste. Urdic Camp in Talath Uichel is four regions from Southern Mirkwood. The attempt must be greater than 10 with any other Man faction playing in the Northern Waste providing -2. The faction can tap to allow any covert company traveling in the Northern Waste to move another region. Then Mouth can move to Everdalf, Lindalf, Thorenaer or Talath Oiohelka.

Join with that Power will help with influence. Mouth will be in an overt company if not using Counterfeit on all the orcs.

## **ALLIES**

There are two allies. Regiment of Black Crows will remove the Ambush capabilities of creatures. But if the controller becomes wounded the ally is discarded. The ally has no stats for attack purposes.

"Two-headed" Troll is the shock trooper for you. It will be played by your olog. Sulfur-spawn was considered. This ally can be gained with Game Points for its 3 MP and high prowess. Play it on the Mouth for protection and its Ranger skill. Cave Troll was also considered, but it is easier to play the other troll ally using Elf-skin War Drum, then to visit the Sulfur-Deeps.

## **MISSIONS**

Two missions will provide a strong 4 MP. Seize Prisoners is a 4 MP that will be played on a Grond free-hold. The site must first be tapped. Try to have an item in hand so to tap the site. If this fails, then put Secret Book and this event in the sideboard. Shuffle them late into the second deck.

Two trophies: Slew the Great Warrior are simple 1 MP events. These events need you to have a 2 MP orc or troll faction in play. Play them on Gorfaur until he has two trophies.

## **MIRKWOOD**

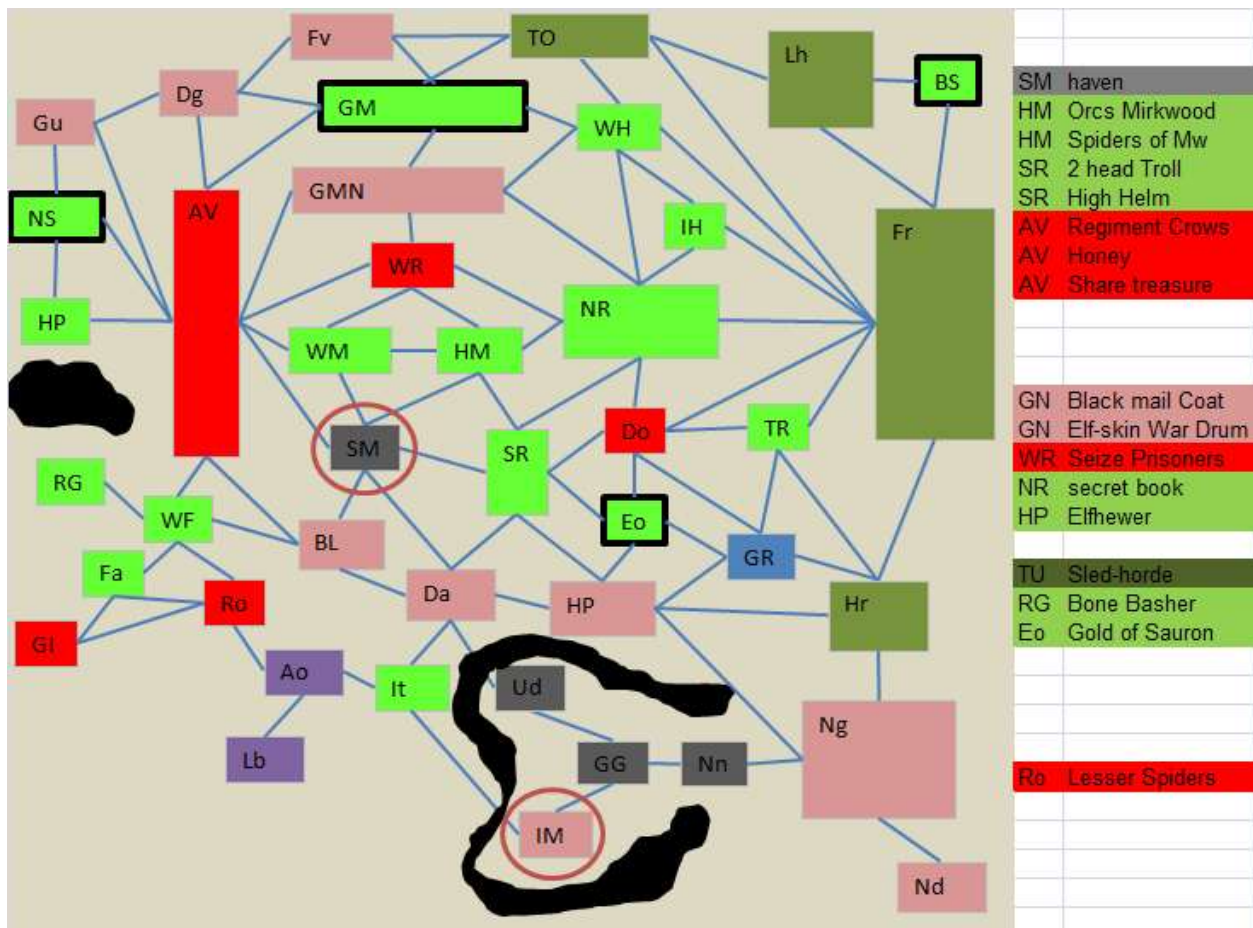
Several events will aid in combat. Hail of Darts with a large company will be useful. It is played in the ORG phase lasting all turn. This resource will be highly useful to help Ukog kill in combat. Swarm of Bats lowers the prowess and body of strikes. The Goblins Are Upon You gives +2 P and -1 B. These three events can give an orc +6 to a strike.

Calm-song will make non-AA detainment. Abduction is the event that will let you take prisoners. You must have at least twice as many characters in the defending company to play this resource. This should not be a problem after your platoon is formed.

Piercing All Shadows guarantees moving to engage in CvCC. You don't want to have a good combo in hand and not move. Crack in the Wall prevents site creatures, which is nice moving to Free-holds. Crept Along Cleverly will cancel those big attacks that you do not want to bother. Gift of Deceit can nicely fetch this resource when needed.

Smart and Secret will help leaders keep their minions alive. A lot of combat means you want to keep the orcs from discarding. I'll Be At Their Heels will be played on Ukog when he takes control of High Helm after Mouth plays the dwarven ring. [Ukog—5/3/7/10, 4CP]

Southern Mirkwood	D	Dol Guldur	khamal, dwar, hoarmurath, uvatha, mouth	.	
Heart of Mirkwood	R	Mountains of Mirkwood	mouth		Spiders
Heart of Mirkwood	S	Sarn Goriwing	mouth		Orcs
Southern Rhovanio	R	Buhr Widu	mouth		Trolls
Southern Rhovanio	B	Strayhold	mouth		Men
Anduin Vales	F	Beorn's House	necromancer, mouth		Men
Anduin Vales	R	Framsburg	mouth		Men
Anduin Vales	R	The Carrock	mouth, azog		Animals, E
Woodland Realm	F	Celebannon	mouth		Elves
Northern Rhovanior	B	Cave of the Urdharkonur	mouth		Men
Eorstan	S	Gaurblog Lug	mouth, felagrog		Orcs
Grey Mountain Nar	R	Buhr Thurasig	mouth, smaug		Men
Grey Mountain Nar	R	The Wind Throne	mouth		Orcs
Redhorn Gate	S	Moria	mouth		Orcs
Rohan	R	Barad Tathren	mouth		Spiders
Talath Uiechel	S	Urdic Camp	mouth, throkmau		Men



## SITES

All the sites your plan on visiting are three or less region movement from Southern Mirkwood but four. Dol Guldur is your darkhaven. You can play a faction at that site. Try to stay within one region adjacent to Mirkwood. Sites were attempted to be in or border Mirkwood (11 sites) all avoiding Azog. One site fails in that order (Eorstan) and another four are west of the Anduin (Rohan, Redhorn Gate, High Pass, Talath Uiechel). Avoid Dagorlad if you can. Six sites are in a semi-ring around Dol Guldur (SM, SR, HM, WR = 6 sites), Outer ring (Eo, NR, GMN, AV = 7 sites), Misty Mountains (TU, HP, RG, Ro = 4 sites).

This player will visit 16 sites including two Free-holds, one Border-hold, 7 Ruins, 7 Shadow-holds, and one Darkhaven. Only the Darkhaven has no attack. Automatic-attacks include Men (6), Orcs (4), Trolls(1), Elves (1), Animals (1), and Spiders (2). Seven sites are in or adjacent to Southern Mirkwood.

Five of the 16 sites are shared. Gaurblog Lug is the only site to the west of Mirkwood and not adjacent. It is shared with Felagrog. Sites are share with Throkmau or Smaug too. You want to stay away from Khamual and Azog.

Celebannon is the site you will play Seize Prisoners. You have five items that can tap the site first. Beorn's House is the place for Honey. Cave of the Urdharkonur has your Secret Book. The only other Border-hold to tap is Strayhold for High Helm.

The Ruins have a varied AA type and mostly situated around the Anduin River. Share the Treasure was left at Framsburg. Regiment of Black Crows at The Carrock. Lesser Brood will be played at Barad Tathren in Rohan – a dangerous trip with spiders. To the north is The Wind Throne with Elf-skin War Drum. In the same region is Buhr Thurasig with Black-mail Coat. Mountains of Mirkwood has your unique spider faction. Two-headed Troll is found at Buhr Widu.

Shadow-holds are plenty and two are shared. Goblin-Gate will play Elfhewer. Moria has the Bone-Basher. Be mindful of the balrog at that site. Sarn Goriwing has Orcs of Mirkwood and Snaga-hir. If that non-unique faction must be play elsewhere, then try for Deep Cleft. Gaurblog Lug has gold rings. Play a ring there twice leaving Gladden Fields undisturbed for Khamual. Sled-hord are played at Urdic Camp with a tough automatic-attck. Dagorlad of Thuringwathost has Snaga-hai. It is a hidden site costing tapping an overt Ranger. Avoid Dead Marshes.

I like to note I am tempted to switch the opponent with Khamual the Ringwraith and some sites. Then the Mouth would be focused on Wold & Foothills, while the Ringwraith can stay north for better use to play the unique mind ring and Eriador resources. Water's Tithe allows movement from Southern Mirkwood to Dunland via High Pass.

## WILDERLAND DIVISION

You have a Ringwraith, another Black Player and Felagrog in your division. Khamûl is busy with hindering Galadriel so he will not bother you. You may attempt to influence his factions or items that you have in hand. Azog is vying for the attention of Sauron. You do not want this to happen, but there is not much you can do. You can move the Mouth with the overt minions so to use Join with that Power for an influence attempt. This will require the discarding of the orc leader and two orcs. However, you may then have +12 to the influence attempt along with Mouth's +8. You can do this every turn by fetching Join With That Power during the Warlord Decks against Azog and Khamûl. Felagrog will not bother you; he is in the Under-deeps.



## WHITE PLAYERS

Thranduil is your main hazard player. He will surely have a company tailored for CvCC. You just need to make sure his elves stay in the forest. Keep them away from the Necromancer's dark elves. Radagast will likely ignore your large company of orcs. Galadriel too will not travel far over the river to hinder your missions, but when you do expect a visit from unseen sentinels. Thrain, Dwarf-Lord in exile, has been reported in Eorstan. He may attack the Mouth when a gold ring is searched. Just seed your Lieutenant with a telegram.

## MARSHALLING POINTS

- C=9 Only eight minions provide any MPs. Mouth, Lieutenant, a 2 MP leader, and Tracker will be these MPs.
  - I=6 Eight items grant any MPs. You should have High Helm, Elf-Skin War Drum, the magic ring, and Black-Mail Coat.
  - F=9 The four orc factions need to be played. The other factions should be played no later than the Warlord phase.
  - A=1 There are three allies. The troll is the MP.
  - M=5 Seize Prisoners (2), both Slew the Great Warrior(x2), and Long Grievous Siege (1) will give you these MP.
  - K=2 You may be able to kill creatures with so many orcs.
- Game Points: Troll Henchman, Two-headed Troll, Wisdom to Wield, Woodmen

## First Deck

Mouth will play as many factions as he can. The starting company will play resources. Play the allies and Slew the Great Warrior on Lt. of Dol Guldur. Ukog must split to play resources elsewhere at least twice. Seven of the 22 resources must be played.

## Second Deck

The Mouth plays the remaining factions. Lt. of DG plays two factions and engages in CvCC twice once as the large company. Ukog again plays resources on his own including the dwarven ring.

## Third Deck

Mouth now has the dwarven ring fetching the major items. He will have a Counterfeit orc to play the major items. The 10 overt company will CvCC for four of the last five turns killing elves

Starting/Mouth 6 factions	Lt Dol Guldur 9+5cvcc-10h	Ukog 3-x19-2h	
1 Elf-skin War Drum	x	x	snuffler
2 O.Dol Guldur	x	x	tracker
3 Heal at Dol Guldur	x	x	shaman
4 Heal at Dol Guldur	High Helm	x	veteran
5 O.Mirkwood	Black-mail Coat	x	archer
6 Heal at Dol Guldur	Heal at Dol Guldur	x	tracker
7 Heal at Dol Guldur	gold ring	x	Lt DG
8 Sled-horde	Heal at Dol Guldur	x	Ukog
9 Heal at Dol Guldur	2-Headed Troll	x	henchm
10 Heal at Dol Guldur	Heal at Dol Guldur	x	snuffler
Exhaust			
11 Snaga-hai	Slew the Great Warrior	x	
12 Heal at Dol Guldur	CvCC	x	
13 Heal at Dol Guldur	Heal at Dol Guldur	x	
14 Heal at Dol Guldur	Regiment of Black Crows	x	
15 Lesser Brood	Slew the Great Warrior	Seize Prisoners	
16 Heal at Dol Guldur	Heal at Dol Guldur	Heal at Dol Guldur	
17 Spiders Mirkwood	Bone Basher	gold ring	
18 Heal at Dol Guldur	Heal at Dol Guldur	Secrets of Their Forging	
19 Heal at Dol Guldur	Elfhewer	Heal at Dol Guldur	
Exhaust			
20 play major item	CvCC	x	
21 play major item	CvCC	x	
22 Heal at Dol Guldur	Heal at Dol Guldur	x	
23 Heal at Dol Guldur	CvCC	x	
24 Heal at Dol Guldur	CvCC	x	

## SIDEBOARD MANIPULATION

This avatar has 25 resources in the sideboard. There is no avatar to tap, but Embassy of the Darklord allows sideboard manipulation. His own Warlord event is important along with the command Gift of Deceit, which will fetch other resources. Weight All Things to a Nicety is vital. It will fetch the a trophy event, Warlord, and Grond. These three will allow you to create your great company.

Whispers of Rings will fetch your two special ring items. Swift Onset will be played in the second playdeck before the Warlord phase. Each turn for ten turns has a specific action to bring resources out of the sideboard.

Embassy of the Darklord will be used each time for the first 16 turns. Shuffle the orc faction when enough direct influence of the Mouth is available. Shuffle Gift of Deceit when Mouth is a Warlord. Shuffle the other trophy event when it can be played. Shuffle the troll ally when Elf-War Drum is in play. Shuffle Swift Onset next so its 2 SP are ready for the next deck. Shuffle

Familiar last since you may exhaust before Turn 10. Place eight resources in the discard pile that will be used.

Second deck actions include discarding two command events to be allowed to be fetched by the Drum. Shuffle the orc ally when you can assure his safety. The command event, Heels, should be shuffled when enough DI is available. Lesser Brood is shuffled when Secret Book is in play. Shuffle Patrol the Area as soon as Orcs of Mirkwood is played.

1	DR of Dwalin's Tribe-major	whispers		
1	Magic Ring of Delusions	whispers		
1	Orcs of Dol Guldur	tap11		
1	Spiders of Mirkwood.12		dp51	
1	Lesser Brood			tap23
1	"Two-headed" Troll	tap14		
1	Great Goblin			tap21
1	Slew the Great Warrior	tap13		
1	Slew the Great Warrior	weigh		
1	Long Grievous Siege		dp21	
1	Secrets of Their Forging		dp22	
1	I'll Be At Your Heels			tap22
2	Abduction		dp31, dp32	
1	Driven As By A Madness		dp52	
1	Calm-song		dp12	
1	Counterfeit		dp11	
1	Familiar	tap15		
1	Patrol the Area			tap25
1	Grond	weigh		
1	Warlord	weigh		
1	Breeders Stock			dp211
1	Gift of Deceit	tap12		
1	Under His Fist			dp212
1	Swift Onset	tap16		
25 resources				

	cards	tap
SB to DP	8	+4
SB to PD	6	+6
Whispers	2	--
<u>Weigh All</u>	<u>3</u>	<u>--</u>
<u>Turn 2</u>	<u>5</u>	<u>+5</u>



## HAZARD

You are playing a strategy that uses orcs to kill characters by forcing body checks. Many orcs are keyed to regions with dark forces. Body checks are encouraged through facing many strikes and/or high prowess attacks.

Tidings of Bold Spies, Orc Archers, and Redoubled Force will add strikes for the company to face that turn. Two or Three Tribes Present allows more creatures. Fury of the Iron Crown and Pierced by Many Wounds adds absolute prowess to one strike.

hazard		deck	TOTAL	Type	
Doors of Night		2	26	environment	
Twilight		2	30	environment	
An Unexpected Outpost		3	60	hand	
The Burden of Time		1	3	corruption	
Choked with Vanity		1	2	fallen	
Fury of the Iron Crown		1	2	attack	
Tribal Banner		3	3	attack	
Tribal Totem		3	3	attack	
Orc Archers		3	3	attack	
Redoubled Force		2	2	auto	
Tidings of Bold Spies		2	5	auto	
Reaching Shadow		2	3	play	
Two or Three Tribes Present		3	3	play	
Fruitless Victory		3	6	play	
Pierced by Many Wounds		3	3	tap	

## CREATURES

You have only orcs, a dragon, and some birds. You have no creatures that can hit: Freeholds, Borderholds, Free-domains, Borderlands, or coastal sea. These orcs are keyable to common areas such as Borderlands and Wilderness. Strikes are more important than prowess. The hazards' goal is to wound so to force body checks.

Carrion Birds must be keyed to Wilderness after an orc attack also keyed to Wilderness. The prowess is low, but the company should be wounded or tapped for the attack. Wounded make two body checks modified by -1.

Hobgolins are in Double Wilderness with just two strikes, but a good prowess at 10. This creature can be played first before Patrol.

Patrol has one more strike but is weak at 6 prowess. It is more common at Ruins and Wilderness. Play this orc with Minions Stir or last against a company.

Watch and Guard are similar with playability at black-holds and in black-lands. Watch is 3s/9p and Guard is 5s/8p. Either can be played first, but need a hazard such as Reaching Shadow to increase playability.

OrcL is an enhanced creature with one strike at 7 prowess, but gains 4 prowess if played after a company faced an orc attack. UrukL is similar, but has a base 9 prowess with +3 prowess after an orc attack. OrcL gains +3 prowess if played after UrukL. For example, Patrol is played and defeated. UrukL is played at 1s/12p. Then OrcL is played with 1s/14s. Note that Uruk-Lieutenant is not keyable to Dark-hold or Dark-Domains.

Minions Stir and DON make the above example:

Patrol	5s/8p
UrukL	3s/14p
OrcL	3s/16p

This line-up is powerful and should be attempted in the second deck. Everyone should tap after the second attack. The third attack may kill up to three heroes.

## Creatures

- FH:  
- BH:  
9 RL: patrol oLieut uLieut  
15 SH: patrol watch guard oLieut uLieut  
12 DH: patrol watch guard oLieut  
- UD:

---

- FD:  
- BL:  
9 W patrol oLieut uLieut  
3 WW Hob  
15 SL patrol watch guard oLieut uLieut  
12 DD patrol watch guard oLieut  
- CS

---

## **HAZARD-34**

You want to unleash your orcs on Mirkwood and just wear down Thranduil from influencing his factions. You can also target Radagast. You do not care about giving up kill points. Your hazard theme is to increase the playability of your creatures and to weaken heroes so you can use Tribal Banner. Seven events help to play creatures and another seven enhances attacks.

### Base cards-4

You have 2 copies of Doors of Night and Twilight. There are three other environment hazards.

### Corruption/Check-2

Elves have stayed in Middle-Earth for too long. Now their long desire of kingdoms under stone or tree will be their downfall. Four Elf-lords will be dethroned.

You have The Burden of Time. This is ideal when facing Lady Galadriel and Thranduil of Mirkwood. It gives two corruption points and a check if bearer is not at a haven. Seven White players has at least one elf in the deck.

Choked with Vanity is for an elf-lord. All his resources not stored or in his company are at most 1 MP. This will likely be removed, but will cost tapping a Sage. The hazard is discarded normally if the avatar has less than six stage points.

### Main Theme: Orc Attacks - 6

One part of the three-prong strategy is to tap and wound heroes. Reaching Shadow will allow you to play almost all of your creatures on a company moving in Anduin Vales, Rhovanion, Narrows, Mirkwood, Brown Lands, or Dagorlad.

Redoubled Force on Goblin-Gate or Wind Throne will prevent a company using it, but combo it with Tidings of Bold Spies and decimate the company leaving them weak for the orc creatures. Wind Throne enhanced with Redoubled Force means 5 strikes at 9 prowess. This will also harm Felagrog in the Under-deeps. Combine these two hazards with one of the body check modifying hazards to kill.

### Secondary Theme: Orc Creature Enhance - 9

A creature can be enhanced directly or its conditions be made favorable. The following two hazards gives an attack to a company before an Orc creature attack.

Orc-Archers will force all to face a strike with six prowess from an Orc attack with four strikes. This might tap a few heroes so you can assign a strike to kill a character. The attack has no type preventing common resources to cancel it.

Two of Three Tribes Present requires a site path of two W, one SL, or one DD. A named creature does not count against the hazard limit for the turn. This may unleash a store of creatures on any company.

Fruitless Victory has a chance to remove a defeated creature from the OUT pile. This hazard gives confidence to play weak Orc creatures to tap a character knowing that the creature can be shuffled back to your deck.

### Tertiary Theme: Orc Kills - 10

This prong increases the prowess of a strike for killing. Body checks can be modified as well at the cost of prowess.

Fury of the Iron Crown will give +4 prowess to a orc, troll, or man strike. This event is

unique and “defeats” the creature. Consider using Tribal Banner with this event at the cost of one prowess. However, the target can play the item manifestation of this event.

Tribal Banner sacrifices -1 prowess and -1 body of an Orc or Troll attack for any body checks to be modified +1. Try to use this with Fury of the Iron Crown and an enhanced Lieutenant. The hazard does not count against the hazard limit. The body reduction to the attack is meaningless.

Tribal Totem is similar except it modifies all Orc or Troll attacks against the company for that turn. The modification is -3 prowess and -3 body. Surely you will have defeated strikes, but just one needs to succeed. Any strike from a modified attack has the body check modified by +2. This can kill. Use Tribal Totem mostly on Tidings of Bold Spies and Redoubled Force and give no MPs.

Pierced by Many Wounds will lower the prowess of a hero facing the first extra strike by -4 instead of -1. Now you can use the two Tribal hazards. This hazard does not count against the hazard limit.

Fury of the Iron Crown + Pierced by Many Wounds + Tribal Banner will give an orc strike prowess at +7 and give +1 to a body check. This can be used once per deck on an avatar. It's worth a try. Do not hesitate in using creatures when you fear the creature will be killed. Instead of Tribal Banner use Tribal Totem for +5 prowess and +2 to the body check.

Consider this. Uruk is played. Then Orc-Lieutenant is played using Fury of the Iron Crown and Tribal Banner. It is one strike with 15 prowess giving +2 to a body check. You lose two good creatures, but can kill that mid-mind hero character.

#### Support Cards-0

none.

#### Utility-3

Outpost is a staple. Do not recycle hazards, but bring them from the sideboard until you have done so with six of them.

### **THE MOUTH** - Warrior/Diplomat Man (R)

[MP: 3; Mind: 9; DI: 4; P/B: 6/8; Home Site: Barad-dûr]

Unique. Manifestation of Mouth of Sauron. +2 direct influence against any faction. Tap during your organization phase to move one resource or character from your discard pile to your play deck and reshuffle. Return The Mouth to your hand when Mouth of Sauron is played; you may automatically transfer one item he bears to a character in the same company (discard the rest).

### **LIEUTENANT OF BARAD-DÛR**

[MP: 0; CP: 0; SP: 0]

PERMANENT-EVENT

Unique. Playable on The Mouth. The Mouth becomes a War-lord and a leader. He can use spirit-magic and gains the sage skill. When he is at Barad-dûr (or Dol Guldur if The Necromancer is in play) you may hold one more card than normal in your hand. Mouth of Sauron cannot be played. If Join with that Power is played on an influence attempt by The Mouth against an opponent's resource or character, the bonus is doubled.

### **EMISSARY OF THE DARK LORD**

Unique. This card can be played with a starting company in lieu of a starting item. You cannot reveal an avatar. Mouth can only be controlled by general influence. His mind is reduced by one (to a minimum of one) for GI purposes only for each faction he successfully influences and is in play. +2 to his corruption checks due to the use of spirit-magic. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your playdeck and shuffle or bring two resources from your sideboard into your discard pile.

### **ELFHEWER** (METN) – SPECIAL ITEM

[MP: 2(3); DI:[+1]; P/B: +2/-; CP: 2]

Unique. Weapon. Playable at Goblin-gate by a leader, if you control the Goblins of Goblin-gate. May also be played if the site is tapped. Values in parentheses and brackets apply to an Orc bearer. Warrior only: +2 prowess to a maximum of 9 (+3 against Elves to a maximum of 10 and -1 to strike's body).