

Dodging Hobbits and Nasty Animals

1 Deck Listing

Table 1: Starting Company

| Characters | Minor Items |
|--------------|-------------|
| Bilbo | |
| Frodo | Star Glass |
| Sam | Elven Cloak |
| Fatty Bolger | |

Table 2: Deck

| Characters | Resources | Hazards | Sites |
|------------|-----------------------|----------------------|--------------------------|
| Radagast | Gates of Morning | Doors of Night | Rivendell |
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| Balin | Book of Mazarbul | Wake of War | Lorien |
| Glóin | Durin's Axe | Wake of War | Grey Havens |
| Óin | Orcrist | Wake of War | Bag End |
| Kíli | Torque of Hues | Dwar of Waw | Barrow-Downs |
| | Ents of Fangorn | Giant Spiders | Goblin-Gate |
| | Blue Mountain Dwarves | Giant Spiders | Mount Gram |
| | Bill the Pony | Giant Spiders | Wellinghall |
| | Gollum | Wargs | Moria |
| | Sting | Wargs | Mount Gundabad |
| | Halfling Stealth | Wargs | Blue Mountain Dwarf-Hold |
| | Halfling Stealth | Watcher in the Water | Himring |
| | Halfling Stealth | Watcher in the Water | |
| | Halfling Strength | Watcher in the Water | |
| | Halfling Strength | Dragon's Desolation | |
| | Halfling Strength | Dragon's Desolation | |
| | Concealment | Dragon's Desolation | |
| | Concealment | Cave-Drake | |
| | Concealment | Cave-Drake | |
| | Stealth | Cave-Drake | |
| | Stealth | Smaug | |
| | Dark Quarrels | Slayer | |
| | Dark Quarrels | Slayer | |
| | Thorough Search | Slayer | |

(3 rares cards, 1 promo card)

2 Overview

Hobbits are not meant to fight, and this deck is all about stealth. Here four Hobbits will move together in a single small company, dodging whatever is thrown at them while trying to gather factions, allies and items. Some of the latter, namely **Durin's Axe** and the **Book of Marzabul**, belong the Dwarves that will join the Hobbits later on in their quest, and will be worth many more marshalling points (MPs) if returned to the Dwarves.

Although your Hobbits will be generally safe you will not gather MPs very quickly, which is why you will rely on a particularly nasty and versatile hazard side to slow down your opponent. With animals, dragons and slayers you will be able to consistently hit your opponent's companies everywhere they go and, in many cases, where it hurts them most.

3 Resource Strategy

Your resource strategy is fairly easy. Keep your Hobbits together and move them each turn wherever you can play resources. With an hazard limit of only of two, your opponent can only play two cards against your Hobbits, and with plenty of cards to avoid fighting they should reach their destination safe and sound most of the times.

These cards include short-event such as **Concealment** and **Dark Quarrel**, which allow you to cancel attacks altogether, **Halfling Stealth**, which lets one of your Hobbits dodge a strike, and **Stealth**, which will prevent any creature from attacking your Hobbits in first place at the cheap price of tapping one of your Hobbits before you move. Your Hobbits will also start with an **Elven Cloak**, which allows **Sam Gamgee** to dogde a strike against him that is keyed to Wilderness, and a **Star Glass** that **Frodo** can use to cancel Undead automatic-attacks, such as those at the **Barrow-Downs**. To dodge attacks even further, they will get the **Torque of Hues** and **Gollum** along the way. Finally, **Fatty Bolger**'s ability to tap and cancel a strike against one of his companion is perhaps the best of all.

Should your opponent manage to catch your Hobbits, do not despair. Halflings are pretty resilient creatures which should be able to survive the attack thanks to their high body value. You will also be able to heal them quickly with **Halfling Strength**, which is useful also to untap your Hobbits. For instance, you could play **Halfling Strength** to use Fatty's ability twice.

Balin, **Glóin** and the other dwarves in your deck are supposed to form a second company together with **Radagast**, and gather some more MPs while moving through multiple Wilderness and draw as many card as possible for you. Keep in mind **Radagast** and **Kíli** are also scouts that can use **Concealment**. Just make sure your Hobbits give back **Durin's Axe** to a Dwarf if they got hold of it before any of them comes in play.

Concerning your items, allies and factions, you can gather them in any order you like, except for the **Book of Marzabul** and the **Blue Mountain Dwarves**. If one of your Dwarves manage to muster this faction before you have stored the book, just make sure that whoever did that does not move on afterwards, since this will discard the **Blue Mountain Dwarf-hold** site and prevent you from returning there later and store the book...

Finally, one word about **Thorough Search**. This card allows your Hobbits to play additional items at any site, but you will need at least three untapped Hobbits for this to work efficiently (to play the first item normally, **Thorough Search** and the additional item). Hence, make sure you have sufficient protection or an **Halfling Strength** to untap your Hobbits before going to thoroughly search places like **Moria**.

4 Hazard Strategy

Your hazard strategy relies entirely on nasty and versatile creatures, namely animals, slayers and dragons.

Starting from your favourite pets, **Giant Spiders**, **Watcher in the Water** and **Wargs**, these can be played in a fairly wide range of region types including Wilderness, Border Lands, Shadow lands and Costal Seas. This should let you attack your opponent every turn with them. You can also make these attacks stronger with **Wake of War**, in particular for your **Wargs** once you play **Door of Night**. **Dwar of Wav** is there to be used as a permanent-event and further incourage your pets, unless your opponent's companies venture south in **Ithilien** can **Harondor** where this Nazgul could attack them.

As regard your **Slayer** and your dragons, their main advantage is that they choose their victims, which will let you target characters that are key to your opponent's strategy. Your **Slayer** will cover Border Lands and Holds, whereas with **Cave Drake** you can hit your opponent's companies at Ruins & Lairs, beside deep Wilderness. You can make your **Cave Drake** even nastier with **Dragon's Desolation**, although the most spectacular effect of this card is to let your **Smaug** attack your opponent's defenseless companies at almost every Ruins & Lairs in Middle Earth. When that happens, sit back and enjoy!