

Fetching Magic Rings with Orcs and Trolls

1 Deck Listing

Table 1: Starting Company

Characters	Minor Items
Glorfindel II	
Thorin II	Elf Stone
Gildor Inglorion	Healing Herbs

Table 2: Deck

Characters	Resources	Hazards	Sites
Gandalf	Beautiful Gold Ring	Door of Night	Rivendell
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Balin	Precious Gold Ring	Door of Night	Lorien
Óin	Precious Gold Ring	Twilight	Edhellond
Haldir	Fair Gold Ring	Minions Stir	Ost-In-Edhil
Vôteli	Fair Gold Ring	Minions Stir	Weathertop
	Lesser Ring	Minions Stir	Goblin-Gate
	Magic Ring of Courage	Siege	Mount Gram
	Magic Ring of Nature	Siege	Carn Dum
	Dwarven Ring of Dwálin's Tribe	The Will of Sauron	Dimrill Dale
	Dwarven Ring of Durin's Tribe	Orc-Raiders	Moria
	Gwaihir	Orc-Raiders	Eagles' Eyrie
	Scroll of Isildur	Orc-Raiders	Gladden Field
	Durin's Axe	Orc-Warriors	Bandit Lair
	Blue Mountain Dwarves	Orc-Warriors	Blue Mountain Dwarf-Hold
	Ringlore	Orc-Lieutenant	The Lonely Mountain
	Ringlore	Orc-Lieutenant	
	Wizard's Test	Orc-Lieutenant	
	Wizard's Test	Orc-Warband	
	Test of Form	Orc-Warband	
	Test of Form	"Tom" (Tûma)	
	Risky Blow	"Bert" (Bûrat)	
	Risky Blow	"William" (Wûluag)	
	Dark Quarrels	Ûvatha the Horseman	
	Dark Quarrels	Mouth of Sauron	

(10 rares cards of which 1 sites)

2 Overview

This deck focuses on the regions on either sides of the misty mountains, where you will search the land for long forgotten magic rings. With a bit of luck this deck can win you the game very quickly, as long as you resist the dangers of corruption. Rings of power are better stored than wielded...

On the hazard side, you will try to butcher your opponents companies with Orcs and Trolls. You will have to be patient, however, and hit your opponent when both *Door of Night* and *Minions Stir* are on the table and you have enough Orcs to swarm his or her companies.

3 Resource Strategy

Your main objective is to collect gold rings as quickly as possible, testing them with [Glorfindel](#) and Gandalf (or later on with [Balin](#) or [Vôteli](#)) and taking care to store the most powerful rings before setting out again to retrieve more rings. Storing your most powerful rings is particularly important in the beginning of game when you have only a few characters to carry them or if your opponent's hazard strategy is to corrupt you. You can have [Glorfindel](#) carrying around a [Ring of Courage](#), but it would not be wise to load him with any more magic rings for too long.

Fetching and testing your rings should not be a problem, since with two copies of each [Precious](#), [Beautiful](#) and [Fair Gold Ring](#), six cards to test them and five unique magic rings you should always have some option. On the other hand, unless you use [Ringlore](#) to play your ring of choice, you will need to pay attention to your odds of testing them successfully, in particular with [Test of Form](#). For this it helps to fetch a [Precious](#) or [Beautiful Gold Ring](#) if you happen to have only a magic or dwarven ring in your hand, respectively. Of course, it also helps if you can test more than one gold ring at the time or if you hold on testing until you have more than one kind of magic rings. The latter option will clog your hand, however, so do not wait forever. You can afford to discard one or two gold rings.

Ideally you want to start by sending [Thorin](#) and [Gildor](#) one way and [Glorfindel](#) riding another, unless your only initial option is to recover the [Scroll of Isildur](#) at [Moria](#) or [Carn Dum](#), in which case it will be better to keep your company together. As a sage and the strongest character in middle-earth, [Glorfindel](#) is perfectly capable of fetching and testing gold rings by himself. Except for [Moria](#) and [the Lonely Mountain](#), he will have no trouble in facing the automatic attacks at all gold-ring item sites, and the same applies to the [Dimrill Dale](#) or [Weathertop](#) where he could use [Ringlore](#). On the other hand, [Thorin](#) and [Gildor](#) will need to wait for Gandalf or the other sages in your deck to test their rings, which is why in the meantime they could retrieve [Durin's Axe](#) or bring the [Blue Mountain Dwarves](#) and [Gwaihir](#) on your side. [Gwaihir](#) could be quite handy to move them quickly around Middle Earth, although this must be worth more than 2 marshalling points (MPs) since the eagle will leave after dropping the company. To help your companies in their mission, you have a couple of [Risky Blow](#) and [Dark Quarrels](#), the latter being particularly useful to cancel the Orc automatic-attacks that yourself will have enhanced. For the same reason, half of your characters in the deck have fighting bonuses against Orcs.

Finally a word on your Wizard and your other characters. Gandalf gives you an additional way to test your gold rings while being able to appear in [Lorien](#) as well as in [Rivendell](#), which makes it more easy for him to join your companies on whichever side of the Misty Mountains they are. [Balin](#) and [Vôteli](#) are your extra sages, whereas [Óin](#) and [Haldir](#) are both cheap and decent warrior. [Balin](#) could also bear a dwarven ring whereas [Óin](#) is a useful backup ranger.

4 Hazard Strategy

Your hazards strategy is much simpler. Build the right environment for your Orcs with [Door of Night](#) and [Minions Stir](#) and then swarm your opponent's companies as soon as you have enough Orcs in your hand, sending in first your [Orc-Raiders](#) and [Orc-Warriors](#) followed by the emboldened [Orc-Warband](#) or [Orc-Lieutenant](#). Your trolls, "Tom", "Bert" and "William", do not need much boosting and can support your Orcs as well.

Although you are going to concede some kill MPs with this strategy, the large number of strikes of your Orc attacks will eventually hit your opponent's characters hard. Indeed, even if these are pretty strong sooner or later they will eventually run out of luck with the die. The only mistake you should avoid is to use your Orcs when they are not in sufficient numbers or unsupported, as you will end up by only conceding MPs. Of course, this does not apply when hunting Hobbits!

Your Orcs and Trolls also cover a wide range of region and site types that allows you to hit your opponent's companies almost everywhere, and for those companies that stick to free domains you have [Siege](#) to hold them in their "safe" keep. Both [Ûvatha the Horseman](#) and the [Mouth of Sauron](#) are there to recycle your hazard cards, whereas [Twilight](#) and [The Will of Sauron](#) are there to protect [Doors of Night](#) and keep [Minions Stir](#) in play, respectively, thus preserving the best fighting conditions for your Orcs and Trolls.