

THE KING OF DALE

A deck by Dominique Bergeret

Deck Requirements : none.

Winning Requirements : Bard the Bowman kills a manifestation of Smaug, being the only member of the company. While doing so, he must be in possession of an arrow and a bow. Roäc the Raven must be in play when Smaug is killed.

Starting company :

Beorn with Black Arrow
Brand with Black Arrow
Hama
Bofur

Other characters :

Gimli
Beregond
Eomer
Daïn II
Bifur

In deck :

Fram Framson
Bard Bowman

Wizards :

Gandalf * 2
Pallando

Resources (30) :

A Chance Meeting
Forewarned is Forearmed
The Old Trush * 3
Not at Home * 2
Lucky Strike * 2
Flatter a Foe * 2
Secret Passage * 3
Many Turns and Doublings * 2
Dark Quarrels
Thror's Map
Black Arrow
Gwaihir
Emerald of the Mariner
Beornings
Wormsbane
Iron Hill Dwarves
Bow of the Galadhrim
The Great Eagles
Roäc the Raven
Bow of Dragon-horn
Orcrist

Hazards (30) :

Olog Warlords
Ambusher * 2
Wild Trolls * 2
Muster Disperses
Orc-warriors * 2
Cave Worm * 2
The Moon is Dead
Redoubled Force * 2
Chill Douser * 2
Stirring Bones * 3
Spells of the Barrow-wights * 2
Orc-guard * 2
Hobgoblins * 2
Foolish Words
Minions Stir * 2
An Unexpected Outpost * 2
Smaug at Home

Wood-elves

Sideboard :

Resources (15)

A Friend or Three * 2
Alert the Folk
Dark Quarrels
Horns, Horns Horns
Longbottom Leaf * 2
Men of Northern Rhovanion
Marvels Told * 2
Men of Lake-town
Necklace of Girion
Men of Dale
Persuasive Words
Withdrawn to Mordor

Hazards (15) :

Bane of the Ithil-Stone
Call of Home * 2
Foolish Words
Nameless Thing * 2
Neither So ancient Nor So Potent
Short Legs Are Slow
Shut Yer Mouth * 2
Smaug Ahunt
Stormcrow
Twilight * 2
Winged Cold-drake

Sites (22) :

Rivendell * 2
Lorien * 2
Beorn's House
Buhr Widu
Caves of Ulund
Dale
Dancing Spire
Eagles' Eyrie
Framsburg
Gold Hill
Irerock
Iron Hill Dwarf-hold
Lake-town
Moria
Mount Gundabad
Ovir Hollow
The Lonely Mountain
The Wind Throne
Thranduil's Halls

Sites :

Beornings ==> Beorn's House
Black Arrow ==> Framsburg, any Dragon site (or other)
Bow of Dragon-horn ==> Ovir Hollow
Bow of the Galadhrim ==> The Wind Throne
Emerald of the Mariner ==> Irerock
Gwaihir ==> Eagles' Eyrie
Iron Hill Dwarves ==> Iron Hill Dwarf-hold
Orcrist ==> Gold Hill
Roac the Raven ==> Dale, Lake-town
The Great Eagles ==> Eagles' Eyrie
Thror's Map ==> Framsburg, any Dragon site (or other)
Wormsbane ==> Caves of Ulund

Men of Dale (sideboard) ==> Dale
Men of Lake-town (sideboard) ==> Lake-town
Men of Northern Rhovanion (sideboard) ==> Lake-town
Necklace of Girion (sideboard) ==> The Lonely Mountain

Play Notes :

Go to Lorien, then to Dragon country ! With cards like *Secret Passage*, *Not at Home*, *The Old Trush*, *Thror's Map*, you should not have many problems...

When your Wizard comes into play, tap him to take a *Longbottom Leaf* from your sideboard to your deck. So, you can later get two useful resources from the sideboard.

Try to recruit *Fram Framson* at *Framsburg*. At this site, you can play minor items (*Thror's Map*, *Black Arrow*).

You need a bow. Prefer *Bow of the Galadhrim* to *Bow of Dragon-horn* because it has only 1 corruption point.

Your key character (*Bard Bowman*) is weak. So, try to put him in play at the last minute (ideally at The Lonely Mountain with *A Chance Meeting*).

To kill Smaug, you must have in play *Bard Bowman*, with : *Wormsbane*, 2 or 3 *Black Arrows*, *Bow of the Galadhrim*. Play the following cards : *Not at Home* (to cancel the automatic-attack), *The Old Trush*, *Lucky Strike* (to make two rolls).

You can also play *Alert the Folk* (from the sideboard), discarding 2 of your factions to have an interesting bonus.

If *Bard Bowman* dies, or if you can not gather the necessary cards, you can still win the game with your marshalling points.

Hazards (orcs, trolls, undead) are easily playable and their type can not normally much hurt you. You must put yourself in play *Smaug at Home* for the success of the scenario. Wait as long as possible. If *Smaug at Home* is discarded, you can try to get *Smaug Ahunt* from your sideboard.