

DEMONS/DEMONS

40avatar

C	9	Shapôl Udûn
I	8	Illuin Mountains
F	6	vs. Alatar
A	4	Northern Waste
M	3	Secret Forces
K	2	Demons of Winter

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 26 cards in sideboard

40 cards in H. deck, 14 cards in sideboard

14 characters in deck

8 starting cards

142 total cards

18 creatures

RESOURCES(40/26)

- 3 Iron Crown**
- 4 Ancient Black Axe**
- 5 Hammer of the Underworld**
- 2 Iron Shield of Old
- 1 Broad-headed Spear
- 1 Black-mail coat
- 1 Black-mail coat
- 1 Blasting Fire
- 1 Records Unread
- 3 Foul-Paste
- * Strange Rations
- * Goblin Earth-Plumb
- 1 Orcs of the Barl Syrnac
- 2 Snow Trolls**
- 3 Wargs of the Tundra**
- 4 Wind-Horde**
- 4 Gostir Roused**
- 1 Abomination Nursed in Darkness
- 3 Sulfur-Spawn**
- 3 Eägoth**
- 3 Eloeklo**
- 1 Roots of the Earth
- 1 Dark Forges
- 1 Dark Forges
- 2 Maker's Map

16/9

Warlord Phase
 Unhappy World
 Smoke on the Wind

- 3 Threats W
- 3 Crept Along Carefully R
- 3 Crooked Promptings D
- 3 Voices of Malice Sa
- 1 2 Conjure the Tempest Sa
- 2 Legendary Stair move
- 2 World Gnawed by the Nameless
- 1 Orc Garrison pe
- 1 The Iron Pit pe
- 1 Unhappy World pe
- 1 **Skis and Furcoats** pe
- 3 **Dwarven Cunning**
- 1 **Dwarf-Friend** pe
- 2 I'll Be At Your Heels L
- 1 Smart and Secret L
- 1 Obey Him or Die L
- 1 No More Nonsense L
- 1 Calm-song sp3
- 1 Poison of His Voice sp3
- 3 Weigh Things to A Nicety
- 2 Counterspell
- 1 Roaming Domains of Melkor sg1
- * Demon of the Illuin sg1
- 1 Swift Onset fac

24/17

xEloeklo=SulfurSpawn
 xWindhorde=Orcs BS
 x3 Conjure=3Roam the Waste
 x2spells

xDwarven Cunningx3
 xDwarffriendx1
 +Records Undreadx2
 +Dark Forgesx1

HAZARDS(40/14)

1	Scorba At Home	hoard major hoard, +1 CP	
1	Corlagon At Home	hoard minor hoard, rune items +1 CP	
1	Gondring Ahunt	hunt	
2	Itangast, Leucaruth Dragon		
2	Canadras, Merkampa	Dragon	
3	Wild Fell Beast	drake	x 2 3 12 x SLSL
2	Lassaraukar	demon	x 2 2 10 8 WWW
2	Were-wolf	demon	1 1 12 5 WWW, SLSL, DD
2	Vampire	demon	2 1 13 9 dh – SLSL, DD
1	Fell Bear	animal	2 1 15 5
3	Snow-troll	troll	2 2 12 5 nonCS in NW, RL
			18c...19/1
2	Doors of Night		
2	Twilight		
1	Snow Blindness	P.disease	
1	White Vision	P.disease-DON	
1	Lure of Creation	P.corruption-wizard	
1	Cruel Claw Perceived	P.avatar	
1 2	Fever of Unrest	S	
2	Summons From Long Sleep	P-off.dragon	
3	Choking Shadow	S.env- +2P.AA-Ruins, W-SL or rl-sh	
3	Withered Lands	S.env-DON W=WW, BL=WW, SL=WW	
2	Fell Winter	L.env	
1	Come at Need	P.ally-hold	
1	Known to An Ounce	P-site. hoard	
3	Panic		
2	Great Secrets Buried There		
1	Many Shapes of Power and Fear	P spawn	
1	Demons of the North Wind	L demons	
3	An Unexpected Outpost	S.cycle-hazard	
1	From the Pits of Angband	L.cycle-dragon/drake	

SITES

Az	Shapôl Udûn			Orcs of Barl Symac
IH	Iron Hill Dwarf-H			
IH	Barak-Shathûr	m*, M*, ring	dwarf.3w9	Dwarf-Friend
Dy	Olyvaud	Info, m, M	traps.xw6, men.3w9	Dark Forges
Lo	Elyamû	Info, m, M	men.4w8	Black-mail coat
Dy	Yjuvit-p	m, ring	men.xw6	Skis
US	Lothragh Camp	m	men.xw6	
Fo	Logath Camp	m	men.xw7	
HU	Shoreless Isles	m	bear.2w7	Snow Trolls
TO	Collarmount	hoard, G	dragon (1/13)	Iron Crown
TO	Celeb-Ost (adr)	Info, m, M, ring	trap.2w7, undead.1x10	
BS	Hollow Spire	hoard, G	dragon (1/14)	Gostir
BS	Mirror Halls	m, M, ring	trap.3w8	Wind Horde
Lh	Númenórean Tomb	m, M	trap.2w7, undead2w8	Wargs (hoard only)
Az	Tol Ringurthur	Info, m, M	spirit.3w8	Eloeklo, Dark Forges
MF	Zayandaur	Info, mh, M	spirit.3w8	Maker's Map
Fo	Lar-huz	m, M	men.3w6	Broad-headed Spear
Fo	Nan Morsereg	Info, m	men.3w7	
UD	Ancient Maze	m, M, G, ring	spawn, (drake, spawn) Pend-0, Pits-8, forges-6, Grop-9	
UD	Grop-Kûlkodar	Info, m, M	drake.2w11, Sh/Dh	Roots of the Earth
UD	Ruins of Kheledkhizdín	m, M, G, ring	trap.2w9, drake.2w12 Halls-0, Grop-6, Rust-8, Utumno-7	HOARD
UD	Rusted-Deeps	m, M	drake, (shadow) Ironhill-8, Wind-8, Khel-8	Iron Shield
UD	Wind-Deeps	m, M	orc.3w7, (shadow) Throne-0, Leas-5, Rusted-8	
US	Lugdruong	m, M	orc.2o8	Black-mail coat
Hk	Urcheldor	Info, m, M, G	rock.xw8	Ancient Black Axe
UD	Cobalt-Deeps	m, M	orc.5d8, R	
UD	Vaults of Utûmno	m, M, G Khel-7	undead.3w12, trap.xw10	Abomination, Eägoth Hammer, Pit, Garrison
UD	Sulfur-Deeps		troll.2w9, Sh	Sulfur-spawn
UD	Under-Galleries			

MINIONS-10

4 Fankil	10/3/4/9+	R/Sa/D	demon	sp	Shapôl Udûn	+2DI.factions, +1FOR
3 Ologong	9/0/7/9*+	W/Sc/D	Troll	L	Shapôl Udûn	+5DI.o/t; +5DI.O/T
3 Muranog	9/2/6/9+	W/R/Sa	Troll	L	Shapôl Udûn	+2DI.o/t; +2DI.balrog
2 Bertok	5/1/5/8+	W/Sc	Man		Lothragh C, Urdic C	
Ostisen	2/0/3/9*+	Sc	Man		Vale of Erech	
2 Troll-Chief	6/0/6/9	W	olog	L	nonDH UD	+3DI.o/t-O/T; d9
1 Old troll	4/1/5/9+	W	troll		nonDH UD	1CP, +1DI.o,t; O/T
1 Hill troll	3/0/5/7+	W	troll		nonDH UD	d7
1 Hill troll	3/0/5/7	W	troll		nonDH UD	d7
Miner	2/0/2/7*	W	orc	UD or	SS Orc-hold; d7, +1P.dwf +1.move1	
Ice-troll	3/0/5/9*	W/R	troll		Ruins in NW	+1P.dwf, -1/-2 xNW1
1 Ice-troll	3/0/5/9+	W/R	troll		Ruins in NW	+1P.dwf, -1/-2 xNW1
Crooked-leg	2/0/3/7+	W/R	orc		nonDH UD	d7
Crooked-leg	2/0/3/7	W/R	orc		nonDH UD	d7
1 O-shaman	4/0/3/7*	W/Sa	uruk	sp	orcH	
1 O-shaman	4/0/3/7+	W/Sa	uruk	sp	orcH	

starting company: at Shapôl Udûn

<Demon of Illuin>

Ostisen	2/0/3/9	Sc		
3 Ologong	9/0/7/9	W/Sc/D	plumb	
1 Ice-troll	3/0/5/9	W/R		
Miner	2/0/2/7	W		
O-Shaman	4/0/3/7	W/Sa	Strange Rations	

20/27 GI

#1 Hunters

[kill Alatar] Udeeps +5

Fankil-W	10/1/4/10	R/Sa/D	x	Roaming, Smart
Eägoth	4/0/8/8	x	x	ally
Muranog-L	9/9/12/11	W/R/Sa	4	underworld, Forges, Heels, yx2
Crooked	2/0/3/8	W/R	2	ironshield, Map
Hill troll	3/0/7/10	W	1	spear, coat
Old troll	4/1/5/10	W	1	plumb

#2 Keepers of the North

[factions]

Ologong-L	9/10/11/9	W/Sc/D	3	axe, Obey, Nonsense, Heels, yx2
Eloeklo	4/0/9/10	R	x	ally
Bertok	5/5/5/8	W/Sc/R	4	crown, Skis
O-shaman	4/0/3/9	W/Sa	1	coat

#3 Ostisen 2/0/3/9 Sc 0 Dwarffriend

OVERVIEW

Your focus is on Alatar and playing factions for the upcoming war. You are able to earn many MPs from allies and items. A danger is in the deck of a lack of a Darkhaven in the under-deeps. Roots of the Earth will create this Darkhaven. Corruption will be a threat on a level equivalent to Alatar and the cold. Factions, allies, and powerful items will lead this fallen-maia of Irmo to victory in the Power Decks. Shapôl Udûn is the main Darkhaven for this player.

AVATAR

Fankil is more of an orator than a fighter. He was a member of the Folk of Irmo. Spirits, dreams, and emotions are his domain. Forming alliances and creating false leaders are his prime tactics. He has three useful skills when leading: Ranger, Sage, and Diplomat.

His stats are 3 DI, a low 4 prowess and a high 9 body. A 3 DI yields 22 GI. Fighting is not his best art. He is a War-lord and leader. Spirit-magic is his dark art. Two magic cards are in the deck mainly to be used with Conjure the Tempest.

Normal abilities include detainment undead attacks and +1 to flattery, riddling, and offering attempts.

Most of his travels will be under-ground so to keep the ally Eägoth in play. Unhappy World will be selected for the Warlord Phase allowing the ally to come to the surface. Roaming the Domains of Melkor will be played on the avatar. It provides 1 SP and allows him to play allies playable only by a Balrog. No such allies are in the deck. But another ability allows keeping one more card in hand when moving in the Under-Deeps within two movements from any Darkhaven. Once Roots of the Earth is in play at Grop-Kûlkodar the affected sites include: Ancient Maze, Ruins of Kheledkhizdín, Vaults of Utûmno, and Rusted-Deeps.

Smart and Secret is a command given by this avatar to give +1 body to all in his company. It would be better to have him on the surface playing Words of Menace and Deceit to influence factions.

Even though Fankil does not need to play Eägoth until late in the first deck consider keeping him with the Hunters. However, Fankil may stay on the surface to start the second deck to wear and use Iron Crown playing factions.

CHARACTERS

A demon darker than nightmares has a host of orcs and trolls to bring destruction on the inhabitants of the North. Few characters are in the pool for this avatar far from living lands. Warriors, Rangers, Diplomats, and Sages are needed by this player based on the resource events in the deck, especially Sages. The difficulty of bringing characters into play in the Illuin Mountains restricts this player to mostly non-unique Orcs and Trolls. Few Scouts and Rangers, one Diplomat and two Sages are ready to expand the Shadow of the Bay. Expect many of the minions to die in combat to play the many resources without returning to a Darkhaven for healing. Two powerful troll leaders will lead each core company. There are four leaders in the deck. Characters will use 20 of 27 points of GI for two core, overt companies and one Man. Each core company has a Diplomat to use Crooked Promptings for the corruption checks. There are only four unique minions - two will start the game.

The deck has 15 minions all to be available as characters. Three minions are in reserve

including Ranger Crooked Leg Orc. Troll-chief is the leader to replace one of the two unique leaders. Hill Troll is the extra muscle. Protect the Rangers and Sages. Six non-unique minions have the low Body of 7. Three of the unique minions have a home site near the Illuin Mountains.

Ologong is one of the two unique 9-mind Troll leaders. He is known as the Iron Troll from Shapôl Udûn. He has a mighty 7 prowess but no normal DI. He has +5 DI against Orcs and Trolls. His skills are Warrior, Scout, Diplomat. This is nice to have on the surface. He keeps one more card in hand when he is at his home site. He does start the game.

Muranog is another 9-mind Troll, but is from the deeps of Shapôl Udûn. Muranog is a former captain to Muar the Balrog. Now, he is helping Fankil to build a new empire. He is a bit weaker with 6 prowess, but is smarter shown by his Ranger and Sage skills. He has normal 2 DI with +2 DI against Orcs and Trolls plus another 2 DI against balrog-specific characters. He will lead a core company in the Under-deeps.

Troll-Chief is the spare troll leader in the deck. This olog has 6-mind with 6 prowess and +3 DI against Orcs and Trolls.

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 give this Uruk the ability to use Shadow-magic this turn. He has +2 to his CC resulting from magic resources. He will play spirit-magic events, but needs armor to raise his body. One copy starts the game and another is in a core company.

Hill Troll and Ice-Troll are the two non-unique wild trolls. Two copies of Hill Troll and two copies of Ice-Troll will be muscle. Each has 3-mind, 5 prowess, and no DI. Ice-Troll has 9 body and Hill Troll has 7 body. Ice-Troll is also a Ranger, but has +1 prowess against Dwarves and hates leaving the Northern Waste. His moving out of that territory modifies his prowess by -1 and body by -2. Ice-Troll's home site of any Ruins in the Northern Waste is convenient.

Old Troll has been found among the crags of the Illuin Mountains. His 4-mind brings 1 DI, a strong 5 prowess and high 9 body. But he is discarded on a body check of 8. He has +1 DI against Orcs and Trolls, but carries 1 corruption point. He will be in a core company.

Two other Orc Rangers are present that will guide the demon to victory. Two Crooked-Leg Orc have 3 prowess. Crooked-Leg has 2-mind, 7 body, and discards on a 7 body check. Maker's Map is for this minion.

Goblin-miner has 2-mind and 2 prowess, but he has +1 prowess against Dwarves and +1 to his company's Under-deeps rolls. He starts the game, but you might discard him early.

COMPANIES

The starting company will start at Shapôl Udûn with one leader: Ologong. He has a Goblin Earth-plumb to help move in the Under-deeps. But first keep this company on the surface to play resources. Ologong starts the game to quickly hold permanent-events. He can control Ice-Troll,

the Sage, and Goblin-Miner. Try to keep Two other minions start: Orc-Shaman is a Ranger and Ostisen. Orc-Shaman alive since he is a rare overt Sage. Ostisen starts the game hoping to play Dwarf-Friend when drawn. He has been attracted by the riches to be gained by Fankil's new empire. Once Dwarf-Friend is played on the Man keep him safe at the Darkhaven. Brawler is present to face large strikes. You can break these six into two companies.

The Hunters have Fankil in the Under-deeps. His skills will be used to play the Sage, Diplomat, and spirit-magic resources. The avatar has a low prowess of 4. The demon avatar is best suited for the surface, but he will control the ally Eägoth. Fankil is able to control minions with his 3 DI or to use a command event. Fankil will have Smart and Secret to give everyone +1 body. Muranog is a Warrior, Ranger, and Sage. His might will wield the forged Hammer of the Under-world. Two trophies and the command I'll Be At Your Heels grants this troll 9 DI, 12 prowess, and 11 body. But it is at the cost of 4 CP. He has three followers. Hill Troll has Broad-headed Spear and Black-mail Coat for the stats 7 prowess and 9 body. Hill Troll is the main Warrior. Crooked Leg-Orc has Iron Shield of Old and Maker's Map; he is the Ranger for the company. Protect him with his body of 8. Old Troll with Goblin-Earth Plumb is the bodyguard to the avatar and Muranog. This company has +5 to move rolls in the Under-deeps. It will be a powerful company at its height with 20 MPs. Move this company into the Under-deeps when Muranog is played. Eägoth has the potential to kill the avatar. Discard the ally through movement upon starting the Power Deck.

The Keepers of the North will play factions and lugging much corruption. Ologong will lead this company. This company has a Sage, and Diplomat and two Rangers in an ally and from a resource event. Ancient Black-Axe is swung by this troll. Obey Him or Die, No More Nonsense, I'll Be At Your Heels, and two trophies will build this troll with 10 DI and 11 prowess. The weapon will help with having Bertok pass his corruption checks. The command will reduce the DI from No More Nonsense. The axe, Obey Him or Die and the trophy provide the DI to control Bertok. A demon ally will be control by Ologong since the mind of the troll is required to help keep the ally in play. Bertok is the Scout with the event Skis and Furcoats. He becomes a Ranger with this event. Iron Crown is worn by the Man to make influence checks using 5 DI. Orc-Shaman will use his Sage skill and spirit-magic. His normal 7 body is enhanced to 9 wearing Black-Mail Coat. When not influencing factions this company with attack heroes. This company at its full capacity will have 16 MP. The troll and demon ally has at least 9 prowess to cause much harm to Alatar.

Ostisen can stay at the Darkhaven waiting to use his Dwarven Cunning to cancel a Trap attack as a dwarf-friend. Even though Ologong has free restricted +2 DI he cannot use it to control Ostisen since the free DI is only for Orcs and Trolls. Switching Ologong and Muranog allows Ostisen to be controlled by a troll's DI, but the Under-Deep troll has one less needed DI. Then Ologong will rarely surface to hold an extra card in hand while at his home site. This just means to acquire multiple trophies to the troll leaders.

These three companies will use 20 of the 27 GI.

ITEMS

There are 14 items in the playdeck. The items support a fighting resource strategy and

healing. There are not many safe sites to play the items. Items range from short effects to table cards. Coupled with resource events a minion company can safely play items or strike a blow to a hero company.

Ancient Black-Axe has many good traits: DI and prowess bonus. Its ability to automatically allow one in his company to pass a corruption check is useful with Iron Crown or Hammer of the Under-world in the company.

Hammer of the Underworld is a Legendary item. It is a two-handed weapon only borne by an Ice-Orc, Troll or Uruk-hai with a base prowess of 6. This item has 5 CP. Bearer gains +4 DI, prowess +1 and body +1. Dark Forges placed with this item restores it to give +5 prowess to a maximum of 12. Broad-headed Spear is a major item weapon granting +2 prowess to a maximum of 9. Black-Mail Coat is a major item armor granting +2 body to a maximum of 9. These last two items are nice for Hill Troll, which can be fetched using Dark Forges.

Iron Crown is a greater item helmet. It will be used for its +4 DI. It can be tapped to cancel an attack by Orcs, Trolls, or Men but at the cost of a corruption check. Iron Shield of Old is a special item shield. It has no body modification, but grants +2 to move rolls in the under-deeps and makes any one strike effectual. This will be used against a tough strike far from the stars.

There are four food items. Foul-paste will heal minions to allow moving to a site from a non-haven site, which will be common far under-ground. There are three such items in the deck. Strange Ration untaps minions and can allow 5 regions to surprise a hero company. Expect your companies face attacks with many tough strikes.

Blasting Fire is used to cancel all AA at a site – especially in the under-deeps. Dark Forges can fetch the technology item with so few Dwarf-holds available to play the item.

Records Unread is a minor item that cannot start the game. It can be discarded to either untap a Shadow-hold or make Information playable at a Shadow-hold until the end of the turn. You will untap Vaults of Utumno with this item. It is a Lost Knowledge resource, but that ability is not useful to his player.

ALLIES

These resources are a large part of the deck. Four allies of terror will join the demon of the North. Some allies have inherited danger by eliminating the controlling character and/or have movement restrictions. Two allies are Rangers. There is an event to turn a creature into an ally.

Abomination Nursed in Darkness is thing of horror. It is a non-unique Winged-overt ally. It has no movement restrictions. It has +2 prowess if at or moving to an Under-deeps or surface site and while at such a site it may always assign its strike in CvCC. The danger of this ally to its controller is one strike with 12 prowess when played. The ally has a nice 5 prowess but a low 7 body. This ally can later tap to cancel an AA at Vaults of Utumno when playing the next ally. Abomination also enhances the play of Great Secrets Buried There by revealing more cards.

Eägoth is an ally of terror. It is a spawn with a nasty habit of killing everyone. It is worth 3 MP with nice stats of 8 prowess and 8 body. The threat from this ally is elimination since during the ORG phase a roll is made and compared to the mind of the controller. A higher roll equates in elimination of the controller. Region movement will discard the ally. The ally can feed on its victims by untapping after a failed strike against him. He may be wounded to discard a Spawn permanent-event in play. He also drains the energy of those near him. He can tap once per turn to

reduce the mind, prowess, and body of all other non-Maia, non-Dragon characters and allies at his site. Use this ability before CvCC. The effected entities are those that have a mind less than a roll minus two.

Eloeklo is a surface ally worth 3 MP. It is a Demon requiring Conjure the Tempest. Movement restrictions include moving in a non-Northern Waste region without Long Winter or Fell Winter in play. Such regions you expect to visit include Iron Hills, Lotan, and Forrhun. Three Fell Winters and one Long Winter are in the decks of this Division. The ally can tap to cancel the effects of one environment card for his company. The ally's prowess is a high 9 with a great body of 10. The danger is the controller is eliminated during the organization phase if a roll modified by -3 is higher than the controller's mind. Play this ally on 9 mind Ologong. This ally is a Ranger.

Sulfur-Spawn is a daughter of Shelob found under Dol Guldur and also worth 3 MP. Its stats are great at 9 prowess and 9 body. A victim is almost needed to play the ally; the company first faces a Spider attack of 1 strike with 16 prowess. This ally enjoys its home. When this ally is not at the Sulfur-deeps or Dol Guldur, then the controller makes a roll with -3. A result higher than the controller's mind results in a feast for the ally then a discard of the ally. This ally is a Ranger. The Hunters will play this ally in the Under-deeps late in the second deck.

A sad minion resource exists to remove the ally movement restrictions. Unhappy World is a permanent-event needing 4 Demon or Spawn cards in play. This event is removed from play if there are fewer than three Spawn cards or when this deck or Alatar's Deck is exhausted. This deck has two Spawn allies, one Demon ally, and one Demon hazard. Durlach is expected to play two Spawn allies. Smaug is expected to play four Spawn hazards. There are a total of 7 Spawn hazard manifestations (Many Shapes, 6 spider) and three other allies (Nasty, Evil, Eägoth). The plan is to play Unhappy World late in the second deck when drawn or to use the third Weigh All Things to a Nicety to recycle Unhappy World so to play a few turns before Alatar's and this player's decks exhaust twice. A few turns then will allow Eägoth to surface and combat. Move seven minions and this ally to a site of the heroes such as Rhubar for combat and death just before Unhappy World is discarded. You might keep all the minions at the site for more combat since only movement will discard the demon and spawn allies. Bring Blasting Fire as the entertainment and Foul Paste as the dessert.

FACTIONS

Factions are key for Fankil. There are five factions of orc, troll, wolf, demon, and dragon. All of the factions are near the Darkhaven Shapôl Udûn.

Threats is in the playdeck to influence the Wargs and Snow Trolls; it will give Ologogn +6 to the influence check since Fankil is not a Warrior.

Orcs of the Barl Syrnac are in the deck. It needs a result of 9 (+2 from Ice-Orcs). Expect that this other faction is not in play. Use Threats if one is in the hand. Its benefit to use Roam the Waste will not be achieved until the Power Decks. It is playable at a tapped or untapped site in Azjan, Barl Syrnac, Lhugdalf or Ukal Sej.

Snow-Trolls, not the music band Snow Patrol, are unique with a wide range of playability. Play this faction quickly. It needs an attempt of 9 (+2 Stone Trolls, -2 Ice Orcs, -2 Wargs of Forochel). Threats or the Iron Crown is needed for this faction influence attempt. Tap this faction

to cancel a troll attack keyed to a region or Ruins/Lairs in the Northern Waste. It is playable at any Ruins or Shadow-hold in the Northern Waste.

Wargs of the Tundra are limited to Numenorean Tomb. It needs a 10 to play (-2 any Wolf faction). Threats or the Iron Crown is needed for this attempt. Play this faction in the second deck.

Gostir Roused is the only Dragon faction in the deck. His result to play is a low 13 (+6 greater, +3 major). His hunting range is the non-Coastal Sea Illuin regions and Lhûgdalf. The attack is Cold Dragon of 3 strikes at 14/8 prowess/body, which are hard to defeat.

Wind-horde is one of the few Demon factions. It needs Conjure the Tempest. Eloekklo provides a -3 to the event's roll. Discarding a magic event modifies the roll by -3. A result from 1-5 is needed to play this faction. This faction can tap to cancel an effect that would discard Fell Winter or Bonds of Winter from play. However, only discarding Conjure the Tempest from hand untaps this faction.

MISSIONS

There are just two mission events. Maker's Map requires Information played by a Ranger. This event grants +2 to movement in the Under-deeps; this event is vital so it must be played.

Dark Forges is an Information event needing a Sage. It must be stored at a Darkhaven to use it. Its ability to fetch up to two non-unique, non-hoarded battle-gear items will likely be used unless the Hammer of the Underworld is not in play anytime soon. It will be better to fetch a technology item instead of the battle-gear items. The second event will be used to restore that two-handed weapon.

Conjure the Tempest is discussed in full here. This is a Sage event. Three copies of this event allow it to be drawn once every three turns. It is only playable at a non-Underdeep Ruins or Lairs. A roll is made with the possibility to modify the roll by +2 or -3 by discarding a magic event. There are two magic events in the deck. The result allows the immediately play of the slotted factions from hand or discard pile normally playable at the site even if the site is tapped. This deck has one faction for each of the below three slots.

1-5	Demon or Undead	(10/36 raw)	+2(03/36)	-3(23/36)
6-10	Animal or Wolf	(23/36 raw)	+2(23/36)	-3(10/36)
11+	Dragon or Drake	(03/36 raw)	+2(10/36)	-3(00/36)

The above matrix shows that it is best to discard a magic event and modify by -3 for playing a Demon or Undead faction. There is no benefit for a magic event to play an Animal or Wolf faction. It is beneficial to discard a magic event and modify by +2 to play a Dragon or Drake faction. However, if the unmodified roll is 2, 3, or 4 then the opponent may immediately play a creature of these types from hand, playdeck or discard pile if the creature is normally keyed to the site or to the region type except Coastal Sea.

There are one Dragon faction, one Demon faction, and a Demon ally in the deck. Use Conjure the Tempest with or without a magic card for the two Demon resources. Only use the Sage event on the Dragon faction in the discard pile if a magic card can be discarded. Timing a magic card in hand with Conjure the Tempest should not be expected with any degree of

confidence except for nil.

MOVEMENT IN THE ILLUIN MOUNTAINS & UNDER-DEEPS

The moving in the Northern Waste is long and dreadful. The Hunters will move in double wildernesses, shadow-lands and worm country. Most of your movement to engage in CvCC will be through a minimum of four wildernesses. This is because a minion company will have to travel south through Barl Synnac and Forrhun. Iron Hills and Forrhun are the only regions to visit not in the Northern Waste. There are resources to help.

Crept Along Cleverly will cancel most of the attack types the minions will face such as Undead, Animal, Wolf, Spider, Drake, and Dragon. Each company has a Ranger. Tapping is not required to play this event.

Skis and Furcoats will be played on the same company. It must be played at a Border-hold. A ranger in the company can tap to cancel the effects of one Fell Winter, Long Winter, Snowstorm, or Snow in the Mountains for the company by making a roll for each character subtracting two if a Ranger or has a home site in Northern Waste and adding two if a Hobbit or Troll. A roll greater than the body wound's the character. Ologong has a body of 9 and Bertok has a body of 8. Slim chances to wound these minions.

The Hunters will have +5 to movement rolls from Iron Shield of Old, Maker's Map, and the Goblin Earth-Plumb. This should allow movement to most of the adjacent sites except to Ancient Maze and Ancient Deep-hold. Rolls greater than 7 are found moving to or from Rusted-Deeps and Ancient Maze. World Gnawed by the Nameless allows multiple under-deeps movements on the same turn. The cost is that creatures keyed to Shadow-holds attack normally and not detainment. There is only once such site this player will visit and likely that resource event will not be used when moving to this Shadow-hold. The resource is not discard but return to hand.

Legendary Stair is another Under-deeps event that will be used to save movement and the risk of staying at a site. Try to use this event when moving to a site near to Durlach such as Ancient Maze that has a requirement when leaving the site or at Sulfur-Deeps. Move a great distance first to provide the spacing after returning to the site of origin.

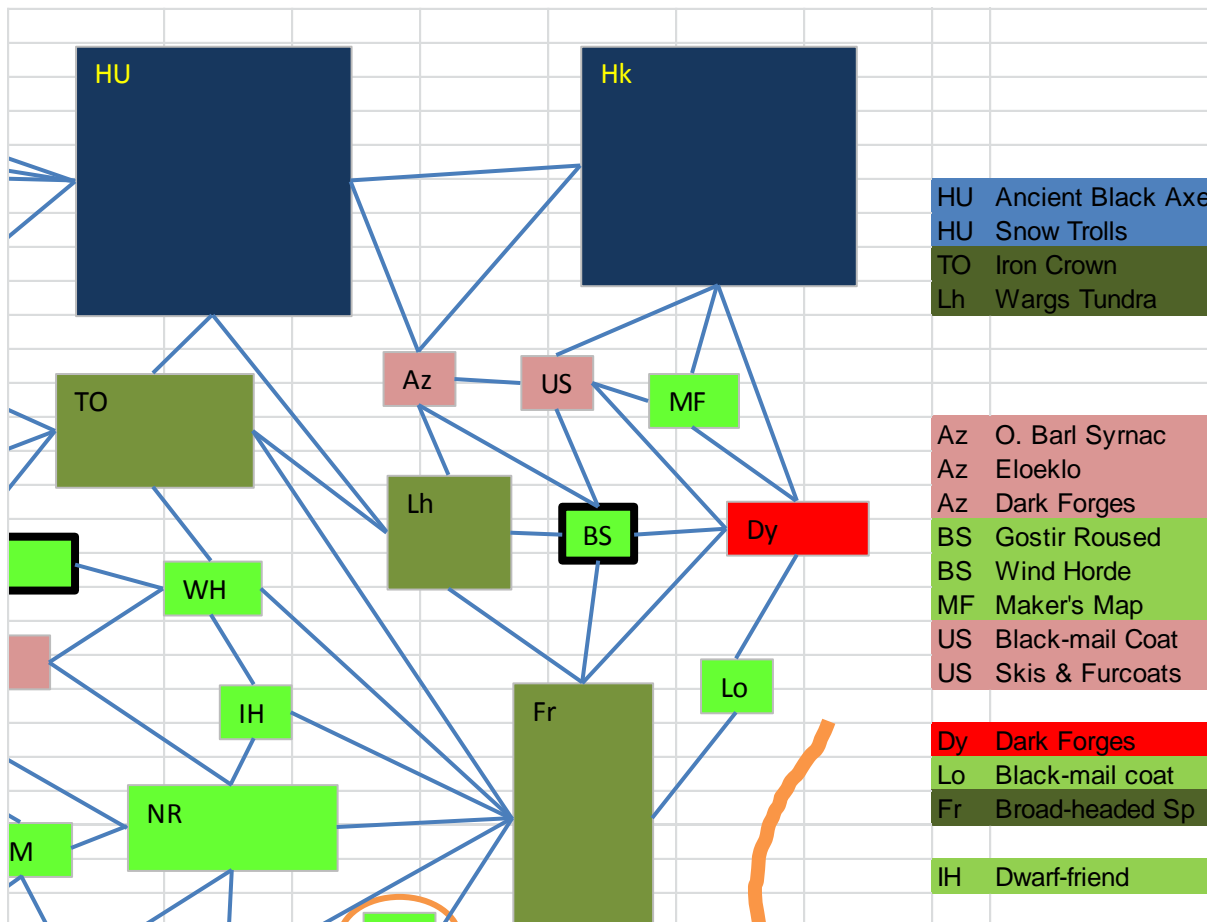
Traps are common in this part of the world. Abandon or forgotten after the centuries Traps still can be viable threats. One Free-hold has a Trap AA. Three surface Ruins have Traps and two Under-deep sites have Traps. Three of these sites are not expected to be entered. This resource will be used thrice in the second deck to cancel a Trap AA at: Vaults of Utûmno, Mirror Halls, and Ruins of Kheledkhizdín. There is a solution. A covert minion must visit a dwarf-hold to play Dwarf-Friend. Now the minion is considered a dwarf for non-item resource purposes. He can use Dwarven Cunning to cancel a Trap AA. Recycle this event at least once in the second deck. Consider playing Dwarven Cunning as a permanent-event on a Roots of the Earth Grop-Kûlkodar to scare an enemy of entering the site.

There is a solution for playing three MP resources at Vaults of Utumno since this player cannot use Ancient Deep-hold. Near the end of the first deck, shuffle The Iron-Pit and Orc Garrison. Then move to the shadow-hold Vaults of Utumno and face all the automatic-attacks. Then play The Iron Pit during the site phase. This will remove all automatic-attacks on the site. If you play Legendary Stair on a company that turn and later end at this site, then you may discard a Blasting Fire or Liquid Fire from the company to make one-non unique battle-gear major item

playable there until the end of the turn even if the site is tapped. But you will probably not use the valuable item this way. This event is discarded when the site is discarded. So play Orc Garrison on the site to keep the site in play. Orc Garrison is only discarded if an opponent's company enter's the site. Records Unread will untap the site twice in the game.

MAGIC

The avatar can use spirit-magic. Orc-Shaman can use spirit-magic. Magic events are included first to use Conjure the Tempest, but are useful by the minions. Calm-song can help a character to be spared from a nasty attack by turning it to a detainment attack. Poison of His Voice is useful to remove a hazard event played on a character.



SITES

There are about 11 regions containing the necessary sites. These regions include three double Wildernesses, four single Wildernesses, one Border-land, two Shadow-lands, and a Coastal Sea. Most of the sites to visit are ruins or Under-Deeps. Movement will move west to Talath Oiohelka

and south to Forrhun. A total of 20 sites have a resource to be played during the site phase and some sites have multiple resources. Five of these sites are in the Under-Deeps. Assume that some sites will only be tapped once in the Avatar Deck to play a resource.

Shapôl Udûn is built on top of the Caves of Hell. It is the only Darkhaven for this player to start the game. Orcs of Barl Syrnac will be played at this site. Barak-Shathûr is a Dwarf-hold and Free-hold with a bad AA to play Dwarf-Friend. Olyvaud is in Dyr for you to play Dark Forges. The site has two AA: a Traps for each character of 6 prowess. The other is Men of 3 strikes with 9 prowess. The site is close, so it will be used. Skis and Furcoats is played at a Border-hold: Yjuvît. All nearby Border-holds have Men AA. Elyamû allows Information and major items, but is too dangerous with its AA unless Iron Crown is used. But try to play a major battle-gear item at that site. Lothragh Camp is the home site of Bertok, so do not tap this site until he is played.

Almost half the sites to visit are surface Ruins. These sites have men, traps, dragon, or Spirit AA. All the nearby ruins will be tapped by this player. Shoreless Isles has minor items, but Snow Trolls will be played here with Bears AA. Talath Oiohelka has Collarmount with a Dragon Lair with Iron Crown. Númenórean Tomb has Traps and Undead AA to play Wargs of the Tundra only at this site. Barl Syrnac has two sites in this mountain region. Hollow Spire is a Gostir Lair to play him as a faction. Only three regions allow movement to this site (Azjan, Lhûgdalf, Ukal Sej). Mirror Halls is a surface site with Traps AA with these regions allowing movement (Dyr, Lhûgdalf, Ukal Sej). The Wind-horde will be played at this site. Use Dwarven Cunning to cancel this Trap AA.

Tol Ringurthur, Land of Cold Death, has Information and Major items. Play Dark Forges there in the first deck, then the ally Eloeklo with Spirits AA in the second deck. Zayandaur, Land of Gloom, also has Information and Major items with Spirits AA. Play Maker's Map here in the first deck, and Dark Forges in the second deck. Urcheldor is Fankil's old home. Play Ancient Black-Axe there or Iron-Shield of Old. If no Major sites are available in the Northern Waste, then move to Lar-huz to play Broad-headed Spear. In that same region is Nan Morsereg to play Information. Lugdruong, Tower of Iron Dread, is a Shadow-hold with Major items – play Black-Mail Coat here, but after playing Orc-Shaman since Lugdruong is a rare Orc-hold in this part of the world.

Shapôl Udûn and Mirror Halls are the entry points. Ancient Maze needs a 9 result to move from Grop-Kûlkodar. It has all the items to play, but it has harsh AAs of spawn, and drake/spawn. Avoid this site unless using Legendary Stair since Durlach might move there. Grop-Kûlkodar, Dragon Peak, is used to move from the surface. It can be tapped if Information is desperately needed, but play Roots of the Earth at this site before discarding the site. The Hammer of the Underworld is played at Ancient Deep-hold. Discard Blasting Fire to cancel this site's three AAs. Branch this site from Ruins of Kheledkhizdín. Ruins of Kheledkhizdín is under Mirror Halls. It will be left untapped; it has Traps and Drake AA. Move to Vaults of Utûmno(7) to first play Abomination Nursed in Darkness with a nasty Undead AA and dreadful Traps AA that needs to be cancelled. A move result of 7 is needed. Play Eägoth at this site in the second deck.

From Ruins of Kheledkhizdín move to Rusted-Deeps(8) to play Iron-Shield of Old after the Drake AA. In the second deck, move south to Mines of Falek-Dim(8) then to Sulfur-Deeps(6) to

play Sulfur-Spawn after the Troll AA. The under-deeps require two uses of Dwarven Cunning and three uses of Dark Forges to fetch Blasting Fire. Cobalt-Deeps is an optional site for Ancient Black Axe. Either site is okay if using Legendary Stair, but Azog might exact a toll at this site. Do not tap Mines of Falek-Dim in the second deck since Sulfur-Spawn might be played there late in the deck.

WAR

Fankil will move factions and attack Rhûbar – a site not in the Northern Waste. Hazards need to be placed in the sideboard for the second exhaust so to bring Fell Winter and Long Winter into the playdeck so to play in the third deck keeping Eloeklo in play.

Swift Onset allows faction movement. It should be played in the beginning of the second deck. Then move all the factions towards Lhûgdalf. Combine the factions in that region and move south towards Rhûbar. Alatar will try to stop you. Form another company to attack the wizard. There should be enough GI to do so.

WIZARDS, DWARVES AND DRAGONS

Even in a desolate region, there will be enemies. The Blue Wizard Alatar is the biggest threat. He will venture in the far north to spoil the Demons' plans. Any movement of the minions south of Barl Synchron will be targeted. A little bit to the west lies the Dragon-Lord Throkmau. The worm wants all the Northern Waste to be his domain and will not tolerate rivals. A little bit to the southwest live Smaug and Dain II. Both will attack vulnerable minions. Your movement must be planned a few turns in advance to prevent the minions from CvCC and tough creatures. Do not CvCC both the dwarves and dragons unless an attack will surely give positive results.

CvCC is expected in bunches near the end of the second deck and all of the third deck. Counterspell is a minion short-event that can cancel a spell before the spell resolves. If played as a resource a Demon, Maia, or Spawn character or ally at the same site is tapped. It can be played during opponent's turn. As a hazard discard a Demon, Maia, or Spawn hazard you have in play (Many Shapes, Demons of North Wind) and make a roll (+5 if the event could generate an attack at the spell caster's new or current site). If the result is greater than 10, then the spell is cancel. As a hazard it has a low chance for success, but its play in CvCC is also low.

MARSHALLING POINTS

This player has many high MP resources, but are hard to play or keep in play. A total of 50 MPs are possible for this player to gain in 24 turns.

C=9(17) You have many minions. One is 3MP. Two 2 MP minions should be in play too: Bertok and Orc-Captain. Then have two 1 MP minions in play such as both Hill Trolls.

I=9(17) There are few items worth MPs. Play two battle-gear, major items. Ensure Hammer of the Underworld is reforged. Iron Shield of Old too should be played. Iron Crown may be tough with its site in dragon country.

F=6(14) Orcs, Trolls and those Wargs are expected to be played with effort. Gostir Roused and the Wind-horde may not be played based on the attempt difficulty.

A=4(7) Three allies with movement limitations will be difficult to keep in play and to play.

M=3 Maker's Map might be hard to keep in play. Dark Forges on the Hammer is 1 MP.
K=1 You want to cancel creatures, which means you may not gain much Kill MP.

FIRST DECK

Expect four turns for the avatar to be played. The starting company needs to play as many resources on the surface before the dragons awake. Get the starting company to play at least three resources in the first six turns.

Ologong will move on the surface playing Maker's Map, Dwarf-Friend, the troll faction, and a major battle-gear item during the rest of the first deck. Crooked will play Maker's Map so give him armour early. Separate Fankil from Ologong when the avatar enters play.

Fankil and Muranog will travel to Grop-Kûlkodar to play Roots of the Earth when drawn. Play and store Dark Forges soon. Move to Grop-Kûlkodar to discard Dark Forges to fetch Blasting Fire. It is allowed to play the Information event at Grop-Kûlkodar, but try to do not do this in the first deck. Get Records Unread in this company by Turn 8. Use the last Weigh All Things to a Nicety to shuffle Hammer of the Under-world if it is not already reserved on Great Secrets Buried There. Move to Vaults of Utûmno on Turn 10. Cancel all the automatic-attacks with Blasting Fire. Play Hammer of the Under-world followed by The Iron-Pit and Orc-Garrison. Untap the site by discarding Records Unread.

The avatar is likely to tap accessing the sideboard during the ORG phase at a non-haven site before moving to Shapôl Udûn. Turn 8 shuffles World Gnawed by the Nameless for use in the Second Deck. Turn 9 shuffles The Iron-Pit. Turn 10 shuffles Orc-Garrison.

SECOND DECK

Both companies are in full force. Ologong needs to play factions, an ally, and the Iron Crown. He quickly plays Dark Forges to restore the Hammer. Bertok plays Skis and Furcoats. Conjure the Tempest will allow fetching of the dragon faction, which will be sent to the discard pile on Turn 11. Ostisen will sit with Dwarf-friend awaiting to use Dwarven Cunning.

Fankil and Muranog move to Grop-Kûlkodar for healing. Then both move to Cobalt-Deeps playing Ancient Black Axe. Return to Grop-Kûlkodar after playing a resource if healing is needed. Try to play multiple resources at sites too. Move to Wind-Deeps to play Iron-Shield of Old. Keep Rusted-Deeps untapped since you need to reach Sulfur-Deeps to play an ally. Shuffle Eägoth at about this time. Play Dark Forges at Grop-Kûlkodar to acquire another Blasting Fire. Revisit to Vaults of Utûmno with Records Unread to play Abomination Nursed in Darkness. Untap the site with Records Unread. Return to Grop-Kûlkodar for healing. Reforge the Hammer. Return to Vaults of Utûmno again playing Eägoth. Unhappy World should be played after the second deck exhaustion. Use Legendary Stair twice in this deck to save a return trip to Roots of the Earth. Try to use Legendary Stair when moving to Sulfur-Deeps to play the ally.

THIRD DECK

Ologong will play the Wargs of the Tundra and Wind Horde, then CvCC anyone near the Illuin Mountains. Fankil and Muranog will move four regions to Rhubar and combat heroes there until the Power Decks. Unhappy World is only needed to allow movement of the allies. It is okay if the event is discarded while the gang is at Rhubar since the minions and allies will stay at the

site until the Power Deck.

DECK MANAGEMENT

Tap the avatar 4x to place 20 resources in the discard pile. Half of these resources are for the Under-Deeps company. Five resources are needed for the first deck tapping the avatar each time to shuffle the resource.

1	Iron Crown		dp111	
1	Blasting Fire		dp112	(dp213)
1	Wargs of the Tundra		dp113	
1	Wind-Horde			dp211
1	Gostir Roused			dp212
1	Abomination Nursed in Darkness		dp114	
1	Sulfur-Spawn		dp115	
1	Eägoth			tap1
1	Eloeklo		dp121	
2	Conjure the Tempest		dp122, dp123	
2	Legendary Stair		dp131, dp132	
2	World Gnawed by the Nameless	tap1	dp133	
1	Orc Garrison	tap3		
1	Iron Pit	tap2		
1	Unhappy World		dp134	
1	Skis and Furcoats		dp135	
3	Dwarven Cunning		dp141, dp142, dp143	
2	Counterspell		dp144, dp145	
1	Swift Onset		dp124	
1	Roaming Domains of Melkor		dp125	

Tap to PD	3	+3
Tap to DP	20	+4
Weight	--	--
Site phase	--	+3
Not in play	--	+3
avatar untap		-3
Turn 2	4	+2

	Ologong	Fankil+Muranog	Starting	Minion
1	x	x	Lar-huz(Spear)	crooked
2	x	x	Shapôl Udûn	hill t
3	x	x	Shapôl Udûn (Orcs)	old t
4	Shapôl Udûn	x	Shapôl Udûn	fankil
5	Zayandaur(Maker's Map)	x	Lugdruong(Coat)	ice t
6	Shapôl Udûn	Tol Ringurthur(Forges)	Shapôl Udûn	shaman
7	Barak-Shathûr(Friend)	Urcheldor (Ancient Black Axe)		crooked
8	Shapôl Udûn	Shapôl Udûn		hill t
9	Elyamû (Coat)	Grop-Kûlkodar		muranog
10	Shoreless Isles(Trolls)	GK.Khel.Utûmno(Hammer+Pit+Garrison)		bertok
Exhaust				
11	Shapôl Udûn	Utûmno.Kheledkhizdín.Grop-Kûlkodar		
12	Zayandaur(Dark Forges)	GK		
13	Yjuvît(Skis)	Grop-Kûlkodar (Roots)		
14	Shapôl Udûn	Shapôl Udûn		
15	Collarmount(Iron Crown)	Grop-Kûlkodar		
16	Shapôl Udûn	GK.Khel.Rusted.WindDeeps(Iron Shield)		
17	Hollow Spire(Gostir)	WD.RD.Khel.Grop-Kûlkodar(Dark Forges)		
18	Shapôl Udûn	GK.Khel.Utûmno (Abomination) +(Eagoth) [LStair-GK]		
19	Tol Ringurthur(Eloeklo)	GK.Khel.RD.MF.Sulfer Deeps(Sulfur) [LStair-GK]		
20	CvCC	Grop-Kûlkodar		
Exhaust				
21	Shapôl Udûn	Shapôl Udûn		
22	Mirror Halls (Wind horde)	CvCC		
23	Númenórean Tomb(Wargs)	CvCC		
24	CvCC	CvCC		
04 [Iron Crown, Blasting Fire, Wargs of the Tundra, SulfurSpawn, Abomination]				
05 [Eloeklo, Conjure the Tempest x2, Swift Onset, Roaming]				
06 [Skis and Furcoats, Unhappy World, World Gnawed, Legendary Stair x2]				
07 [Dwarven Cunning x3, Counterspell x2]				
08 World Gnawed by the Nameless				
09 Iron Pit				
10 Orc Garrison				
11 [Wind Horde, Gostir Roused, Blasting Fire]				
15 Eägoth				
16 Weight {Eloeklo}				

HAZARD

You are playing a hazard deck to increase the playability of your double Shadow-Land and multi-Wilderness creatures. Doors of Night is needed to help play some creatures using alternative effects of hazard events.

CREATURES

There are 17 creatures with 3 dragon event manifestations. Most of the creatures require help with changing region types. There are four dragons, a drake, troll, animal, and three demons.

Itangast, Leucaruth, Canadras, and Merkampa are the dragons. The first two dragons have a Lair in the Withered Hearth and share the same Doors of Night range. Three dragons will hunt Dain II. The Cold-Dragon Canadras will hunt the Elves of Evermist. Merkampa hunts Saruman. Their playability will be enlarged using Fever of Unrest and Withered Lands.

Wild Fell Beast chooses defending characters, but needs double Shadow-lands. Its three strikes at 12 prowess with 6 body should keep this critter alive. Its effect is hideous like the creature's hide. If the attack is not cancelled, then all in the company tap after the attack. There are a few Shadow-lands to be used in conjunction of a Wilderness

Lassaraukar is a demon of two strikes of 10/8; it chooses defending characters. It needs four Wildernesses. It can be keyed to Lotan and Ruins and Shadow-holds in that region. Following attacks by this creature against the company in the same turn receive +2 Prowess and does not count against the HL. Play this creature against non-Northern Waste Division players.

Were-wolf is also a demon, but a wolf too. It has a few options for playability: triple Wildernesses, double Shadow-Lands, or one Dark-Domain. It has one strike at a decent 12/5 stats. It can be keyed to a Ruins with triple Wildernesses in the site path. Only one Were-wolf can be played per turn. Any body check resulting from the attack is modified by +1 if the character has no helmet, shield, or armour. Do not use Choking Shadows to play this creature.

Vampire is another demon. Found in evil places such as double Shadow-Lands, Dark-Domains and Dark-holds this is a flying creature. One strike of 13/9 is not the best, but the attack cannot be cancelled by Scout or Ranger skills. So this attack will tap one character with a high chance of surviving otherwise. Vampire can also be played on a company after facing a non-detainment Nazgûl or Spawn attack.

Snow Troll is a Northern Waste creature with similar stats of 2 strikes with 12/5. It has a wide range of regions that are non-Coastal Sea regions in the Northern Waste including Ruins and Lairs in that territory. If the company has no Ranger, then attacker chooses defending characters. Bonds of Winter and Fell Winter allow this creature to be keyed to any Northern Waste and adjacent regions. It will be easy to play.

Other foul things roam the permafrost. Fell-Bear has one strike of 15/5. He is hard to play needing Northern Waste movement with triple wildernesses or to a Ruins in the Northern Waste. If this attack/strike is cancelled by a company containing a dwarf or elf, then this creature can be played on that company again the next turn from the discard pile. The body of 5 is low. Only play this creature if you need to tap a vital character.

Creatures

- FH:
- BH:
- 1 RL: Fell Bear(NW)
- SH:
- 2 DH: Vampire
- UD:

-
- FD:
 - BL:
 - 3 WWW Werewolf Fell Bear(NW)
 - 2 WWWW Lassaraukar
 - SL
 - 7 SLSL Wild Fell Werewolf Vampire
 - 4 DD Werewolf Vampire
 - CS

-
- | | | | |
|---|----------------------------|------------------|------------------|
| 2 | Grey M Narrows | <u>Leucaruth</u> | <u>Itangast</u> |
| 2 | Iron Hills | <u>Leucaruth</u> | <u>Itangast</u> |
| 2 | Withered Hearth | <u>Leucaruth</u> | <u>Itangast</u> |
| 2 | Northern Rhovanion | <u>Leucaruth</u> | <u>Itangast</u> |
| 1 | Lindalf | <u>Canadras</u> | |
| 1 | Thorenaer, Narthalf | <u>Canadras</u> | |
| 1 | Talach Uichel | <u>Canadras</u> | |
| 2 | Rast Losnaeth | <u>Canadras</u> | GondringH |
| 1 | East/West Bays of Forochel | | GondringH |
| 1 | Forochel | | GondringH |
| 1 | Elven Shores | | GondringH |
| 1 | Everdalf | | <u>GondringH</u> |
| 1 | Númeriador | | <u>GondringH</u> |
| 1 | Minheldolath | | <u>GondringH</u> |
| 1 | Chy, Clyan, Heb Aaraan | | <u>Merkampa</u> |
| 1 | Siakan, Orgothraath | | <u>Merkampa</u> |

HAZARD EVENTS-34

The hazards change region types and increase the chances of playing the creatures. Twelve environment hazards are included.

Base cards-4

You have 2 copies of Doors of Night and two copies of Twilight.

Corruption/Disease/Avatar-4

Two disease hazards will affect those moving in the tundra. Snow Blindness and White Vision nullifies the skills of the victims. White Vision requires Doors of Night. Snow Blindness requires tapping a Ranger and discarding a healing effect card for no effect to discard the hazard. These will only affect the players in your Division.

Two hazards target wizards. Cruel Claw Perceived lowers the prowess of Alatar. Lure of Creation burdens him with corruption. Your two dragon at Homes increase the corruption of items that will not trouble only your non-ward items.

Main Theme: Dragon Play – 5

Your hazard theme is to get the creatures played on heroes. Summons From Long Sleep can hold onto two of your three dragons ready for Fever of Unrest. Fever of Unrest will allow a dragon to be played with four Wildernesses. Leucaruth only needs three Wildernesses using this hazard event.

Secondary Theme: Region Type Creation - 8

Your demon creatures and dragons require multiple Wildernesses or Shadowlands. These hazards will do this – all are environments. But these hazards require Doors of Night to change region types. Choking Shadows turn W into Shadow-lands to play demons. It also adds +2 to a Ruin&Lairs automatic-attack, but that is a waste of this hazard. Withered Lands takes a W, BL or SL and turns it into two Wildernesses. Fell Winter turns Border-Lands into Wildernesses. Fell Winter also adds an additional Wolf AA to Border-holds.

Support Cards-7

These hazards will increase the terror at sites. Known to an Ounce will make a hoard site much more dangerous and slow down the opponent's resource strategy. You do not expect to visit hoard sites except for Collarmount.

Come at Need will help play spawn allies. It is a hazard that keeps an ally off-to-the-side. The ally attacks if an opponent's company moves to a site that the ally is playable. This is unlikely with the three under-deep allies and two a Vaults of Utumno. It is doubtful the ally can be killed.

Panic requires a company facing a non-detainment Demon, Dragon, Drake or Spawn attack and does not count against the HL. You have 14 such creatures other than the Home Dragons. This event either taps or discards the ally. A roll is made for the number of allies in the company. Unique allies modify its roll by +2. If the result plus ally's mind plus controller's mind is less than the creature's base prowess then tap the ally. If the result is less than seven of the base prowess than discard the ally. This should discard the non-unique allies from demon attacks and

almost any ally from the Dragon attacks.

Great Secrets Buried There will be used by you to keep an item on hand for easy play. Then when all your items are in play use this against the opponent. Abomination Nursed in Darkness adds the number of revealed cards when using this on your playdeck.

Events Creating Attacks-5

Many Shapes of Power and Fear is an event creating a Spawn AA at one of the following sites: Pits of Angband, Vaults of Utûmno, or a Ruins Under-deeps. Select Under-Vaults or Wind-Deeps. The site stays in play for you. Also, Demon attacks receive +1 strike and cannot be cancelled by a skill card.

Demons of the North Winds is a long-event. It is a manifestation of the Wind-horde. Any company moving through Dor Bendor or Ekkaia faces one Demon attack of 3 strikes with 12 prowess. Fell Winter allows this attack to move into Gondalf, Hub Uiechel, Narthalf, and Thorenaer and Eloeklo's current region. If defeated, then the hazard is sent to your sideboard.

Gondring aHunt is along the Bays of Forochel bothering Elves of Evermist and Durlach. She is an Ice-Dragon with 3 strikes at a low 12/7 prowess/body. Her normal range is East and West Bays of Forochel, Elven Shores, Forochel, Rast Losnaeth. Doors of Night expands her range to Everdalf, Númeriador, and Minheldolath.

Two Dragon Home events provide corruption sources for everyone. Corlagon at Home adds +1 CP to each hoard minor item and rune item. Scorba at Home adds +1 CP to each hoard major item. You have two major items.

Cycle-4

Outpost is a staple. Try to recycle the dragons with it. From the Pits of Angband will recycle your dragons.

Fankil 10/3/4/9 R/Sa/D demon

Unique. Avatar. Fallen-maia. War-Lord. Leader. Can use spirit-magic. +1 to flattery, riddling, and offering attempts. All undead attacks against his company are detainment overriding all other cards or effects. Discard any Dark Enchantment events in his company.

Home site: Shapôl Udûn.

Rakodsaol 10/2/6/9 W/Sc/Sa demon 21 GI

Unique. Fallen-maia. War-Lord. Leader. Overt. Can use sorcery. +3 DI against Orcs, Trolls, and Demon. -2 (instead of -3) prowess when not tapping to face a strike. +1 to under-deep movement rolls.

Home site: Shapôl Udûn.

Demon of the Illuin

Permanent-event

[SP:1]

Your starting company can begin at Shapôl Udûn. The minion darkhaven site of Shapôl Udûn is used by this player. You cannot reveal a Balrog, Dragon, or Ringwraith avatar. Another leader is allowed to be in the same company as the avatar and not count against maximum company size. You may play characters up to mind 9 that have the same home site as your avatar.

Muranog 9/2/6/9 W/R/Sa Troll

Unique. Grey Player only. Leader. +2 DI against Orcs and Trolls. +2 DI against Balrog specific characters. Discard on a body check of 9. May only be brought into play at his home site; if in your starting company, you must start the game at his home site.

Home site: Shapôl Udûn.

Turns 01 @ Shapôl Udûn

U	Ologong	9	0	7	9	Troll	W	Sc			D	1	Goblin Earth-plumb
U	Ostisen	2	0	3	9	Man		Sc				0	
U	<i>Goblin-Miner</i>	2	0	2	7	orc	W					0	
U	<i>Ice-Troll</i>	3	0	5	9	Troll	W		R			0	
U	<i>Orc Shaman</i>	4	0	3	7	uruk	W			Sa		1	Strange Rations

Hand-8, mp5, pd86

Canadras		Great Secrets Buried There
An Unexpected Outpost		Poison of His Voice
I'll Be At Your Heels		Twilight
Were-wolf		Snow-troll

Wake of War, Arda Angered

Untap

ORG

Bad hand. Move to play a major item. Play I'll Be At Your Heels on Ologong. (a ranger, not a scout). Transfer Strange Rations to Ostisen, cc auto. Move all but Shaman move to Lar-huz.

MOVE

Ologong; SL-WW-WW-rl.

HL4, Saruman-x, Denethor-x, Theoden-x

HL4, Vidugavia plays Were-worm keyed to Triple Wilderenss. Drake-x, 2s13p

Ostisen and Miner.

Ostisen, taps, 3p+5roll=8, bc.4= wounded. Strange Rations discarded.

Miner, taps, 2p+11roll=13

HL2, Alatar plays Winged Cold-drake keyed to Triple Wilderness, drake-x.2s13p

Ologong and Ice-Troll

Ice, taps, 5p-2.waste+5roll=8, wounded. Bc.9 = killed.

Ologong, taps, 7p+5roll=12, bc.8 = wounded.

Rats! Is played. Miner is wounded.

Tough turn.

Great Secrets are Buried There on Fankil holding Iron Shield of Old.

SITE

END

Turn 3 @ Lar-huz-T

W	Ologong	9	3	7	10	Troll	W		R		D	0	Something Has Slipped
W	<i>Goblin-Miner</i>	2	0	2	8	orc	W					1+	Smart and Secret
W	Ostisen	2	0	3	10	Man		Sc				1+	
T	<i>Old Troll</i>	4	1	5	10	troll	W					1	Foul-Smelling Paste

@ Shapol Udun-U

U	<i>Orc Shaman</i>	4	0	3	7	uruk	W					Sa	0
---	-------------------	---	---	---	---	------	---	--	--	--	--	----	---

0	Foul-Smelling Paste		
I'll Be At Your Heels	Poison of His Voice		
Fever of Unrest	Itangast		
Ice-Troll	Roots of the Earth		
0	0		
Hand: 8	MP: 5	SP: 0	PD: 74

Haz: Wake of War, Leucaruth at Home.

Untap

ORG

Shaman stays. Ologong moves to Shapol Udun.

MOVE

Shaman, h.

HL2, Theoden-x, Saruman plays Aware of Their Ways.

Reveals (were wolf, shaman, troll chief, earth plumb) Removes Troll chief.

Ologong; WW-BL-SL-SL-h, region.

HL3, Theoden-x, Saruman plays War-wargs as a long-event; 4 body to wolves.

Keys Uiendalaif to Great Central Plains region Forrhun, wolves.5s5p (WoW+Ww=6s6p4b)

Old Troll discards Foul Past to heal and untap Ostisen.

Four strikes to Ostisen.

Ologong wounded, 7p-2.some+5roll=10.

Creature.bc.9, defeat

Old Troll taps, 5p+9roll=14

Creature.bc.2, no.

Ostisen taps, 3p-3s+3roll=3, bc.5=wounded

+

Plays Rabies on Ostisen.

SITE

Shaman plays Poison of His Voice to discard Rabies, cc-3+2.card=auto.

Shaman taps to play Voices of Malice to discard Saruman's Power Built By Waiting.

END

Turn 4 @ Shapol Udun-U

W	Ologong	9	3	7	10	Troll	W		R		D	0	Smart and Secret
W	Ostisen	2	0	3	10	Man		Sc				1+	
T	Old Troll	4	1	5	10	troll	W					1	Foul-Smelling Paste
T	Orc Shaman	4	0	3	7	uruk	W			Sa		0	

Threats		Foul-Smelling Paste	
0		Threats	
Crook-legged Orc		Itangast	
Fever of Unrest		Roots of the Earth	
Calm-song		Broad-headed Spear	
Hand: 8	MP: 5	SP: 0	PD: 66

Haz: Legacy of Carcaroth, war-wargs, Beacons of Gondor, Leuc at Home, Spawn of Ungoliant

Untap

ORG

Crook-legged Orc is played at Shapol Udun. Ostisen stays. Others move to Lugdruong.

MOVE-vdst

Ologong; SL-SL-sh, region.

HL4, Vidugavia plays Doubled Vigilance on site.

HL2, Denethor plays Forgot His Orders on Ologong- 7roll +0.sp < 7+1, pass.

Ostisen; h.

HL2, no hazards.

SITE

Lugdruong is entered. Roll for Doubled Vigilance, 12roll-4.size=8>6, pass.

AA1-Orcs.2s8p.d detainment.

Old, no tap, 5p-3x+8roll=10.

Shaman, 3p-3x+2roll=2, tapped.

Crooked taps to play Broad-headed Spear tapping the site.

Old Troll taps to play Foul-Smelling Paste.

END

Turn 6 @ Shoreless Isles-T

T	Ologong	9	3	7	10	Troll	W		R		D	0	Smart and Secret		
T	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			1	Broad-headed Spear		
T	<i>Old Troll</i>	4	1	5	10	troll	W					2	Foul-Smelling Paste	Foul-Smelling Paste	
T	<i>Orc Shaman</i>	4	1	3	8	uruk	W			Sa		0			

@ Shapol Udun-U

U	Ostisen	2	0	3	10	Man			Sc				0
T	Fankil	10	3	4	9	demon				R	Sa	D	X

Obey Him or Die	Dark Forges
Fankil	Fankil
Calm-song	Black-mail coat
Orcs of the Barl Synnac	Roots of the Earth
0	0
Hand: 8	MP: 8
SP: 0	PD: 54

Haz: Naugrim, Chill Them with Fear

Haz: Lomaw, Leucaruth at Home, Monstrosity of Diverse Shape

Untap

ORG

Fankil taps to place 15 resources in playdeck using two copies of avatar cards for untapping.

Fankil stays. Ologong+ move to Shapol Udun.

MOVE-ebcg

Fankil-h.

HL2, no hazards

Ologong; CC-SL-h, region.

HL4, Elrond plays Tidings of Doubt and Danger.

HL2, Alatar-x

SITE

END

Turn 7 @ Shapol Udun-U

U	Ologong	9	3	7	10	Troll	W		R		D	0	Smart and Secret		
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			1	Broad-headed Spear		
U	<i>Old Troll</i>	4	1	5	10	troll	W					2	Foul-Smelling Paste	Foul-Smelling Paste	
U	<i>Orc Shaman</i>	4	1	3	8	uruk	W			Sa		0			
U	Ostisen	2	0	3	10	Man		Sc				0			
T	Fankil	10	3	4	9	demon			R	Sa	D	X			

Obey Him or Die	Dark Forges
Crept Along Cleverly	Calm-song
Weigh All Things to A Ni	Black-mail coat
Bertok	Roots of the Earth
0	Voices of Malice
Hand: 8	MP: 8
SP: 0	PD: 44

Haz: Naugrim, Tidings of Doubt and Danger

Haz: Lomaw, Leucaruth at Home, Monstrosity of Diverse Shape, Arda Marred

Untap

ORG

Obey Him or Die is played on Ologong. All move to Grop-Kûlkodar. Weigh All things shuffles Dwarven Cunning.

MOVE-cgbe

Grop-Kûlkodar(5), auto from surface-site.

Fankil; rl.

HL6, no hazards.

SITE

Grop-Kûlkodar, AA1-drake.2s13p, AA2- sh or dh, but none.

Crept Along Cleverly cancels AA1.

Shaman taps to play Dark Forges tapping the site. Ostisen taps to play Iron-Shield of Old under Great Secrets Buried There.

Roots of the Earth is played. AA1-drakes.2s13p.

Fankil plays Calm-Song to make the attack detainment.

Crooked and Old Troll tap for both strikes. Fankil taps to keep event in play making the site a Darkhaven.

END

Turn 9 @ Shapol Udun-U

U	Ologong	9	5	7	10	Troll	W		R		D	0	Smart and Secret	Obey Him or Die
U	Old Troll	4	1	5	10	troll	W					2	Foul-Smelling Paste	Foul-Smelling Paste
U	Crook-legged Orc	2	0	5	8	orc	W		R			1	Broad-headed Spear	
T	Orc Shaman	4	1	3	8	uruk	W			Sa		0		
U	Ostisen	2	0	3	10	Man		Sc				3	Iron Shield of Old	
T	Fankil	10	3	4	9	demon			R	Sa	D	X		
U	Hill-troll	3	0	5	7	troll	W					0		

Crook-legged Orc	0
Crooked Promptings	0
Threats	Black-mail coat
Fever of Unrest	No More Nonsense
Ancient Black Axe	Foul-Smelling Paste
Hand: 8	MP: 12
SP: 0	PD: 28

Haz: Curse Him Root and Branch, Ungoliant's Progency, Full of Froth and Rage,
 Haz: Corlagon, Lomaw, Leucaruth at Home, Doors of Night, Arda Marred

Untap
 ORG

Crook-legged Orc played at the darkhaven. No More Nonsense is played on Ologong selecting Ostisen as the weak character, $7p+6roll=13 > 7=3p+4roll, +2$ prowess. Old Troll transfers Foul Paste to Orc Shaman, $cc-1-1+2.rw$ in company=auto. Ologong, Old Troll, and both Crooked go to Urcheldor. Others move to Elyamu.

MOVE-rgTdTn

Fankil; SL-SL-B-W-bh, region.

HL4, Radagast plays Ellindiel as a grey agent. Moves Goblin-basher for the first time from Deep Cleft to Kula Dularuath.

HL1, Galadriel plays Outpost. Next, plays Twilight. Doors of Night (fankil) is discarded.

Ologong; SL-CC-sh, region.

HL4, Thranduil plays Outpost.

HL2, Thrain plays everyone's favorite Nameless Thing. Drake.2s10p4b, (three attacks).

Crooked taps to cancel one attack.

Old Troll taps to face both strikes of an attack.

1a1-Old, taps, $5p-3x+9roll=11$, pass. Bc.6=defeated.

1a2-Old, tapped, $5p-3x-1t+6roll=7$, wounded. Bc.11=killed. Foul Paste transferred to Ologong.

2a1-Ologong, no tap, $7p-3x+9roll=13$, bc.4=x.

2a2-Crooked, $3p+9roll=12$, bc.8, defeated.

Plays Lure of Expedience on Ologong.

SITE

Urcheldor entered. AA1-Rock Fall.each.8p. (tapped x1= 9p)

Ologong, no tap, $7p-3x+8roll=11$.

Crooked, taps, $3p+2wp+6roll=11$.

Crooked, tapped, $3p-1t+7roll=9$, tie.

Ologong taps to play Ancient Black Axe tapping the site. Plays Crooked Promptings

He makes a CC from Lure, $cc-4-2+2res+8roll=4$, pass.

Elyamu entered. AA1-men.4s8p

Hill Troll taps to face two strikes.

1-Hill, taps, $5p-3x+3roll=5$, wounded. Bc=8, killed.

1-Hill

Ostisen taps Iron Shield of Old to make a strike ineffectual.

Fankil, taps, $4p+7roll=11$.

Orc Shaman taps to play Black-mail Coat tapping the site.

Ostisen taps to play Records Unread.

END

Turn 10 @ Urcheldor-T

T	Ologong	9	7	7	10	Troll	W		R	D	6	Smart and Secret	Obey Him	No More N	Foul-Sme	Ancient B	Lure of Expedience
T	Crook-legged Orc	2	0	5	8	orc	W		R		1	Broad-headed Spear					
T	Crook-legged Orc	2	0	3	8	orc	W		R		0						

@ Elyamu-T

T	Orc Shaman	4	1	3	9	uruk	W			Sa		2	Foul-Smelling Paste	Black-mail coat
T	Ostisen	2	0	3	9	Man		Sc				4	Iron Shield of Old	Records Unread
T	Fankil	10	3	4	9	demon			R	Sa	D	X		

Weigh All Things to A Ni	Dwarf-Friend
Fankil	Crooked Promptings
Muranog	Black-mail coat
Fever of Unrest	Withered Lands
0	0
Hand: 8	MP: 15
SP: 0	PD: 18

Haz: Ungoliant's Progeny, Wake of War, Ando-anca ahunt, Lomaw+Leucaruth at Home, Fell Winter, Hurling Rocks

UNTAP

ORG

Tap avatar to shuffle Iron Pits to playdeck. Ologong taps to remove hazard, 6roll >5, pass. Ologong moves to Shapol Udun. Others move to Barak Shathur.

MOVE-gTnTdR

Fankil; W-WW-W-fh, region.

Great Secrets Buried There played by Fankil; hammer of the Underworld selected.

HL3, Galadriel plays Foolish on Fankil.

HL1, Thrain plays Ice-drake to Iron Hills, drake.2s15p

Shaman, taps to face both strikes. Auto wound.

Bc.9 = discard.

Weigh All Things to A Nicety shuffles Orc-shaman.

Ologong; CC-SL-h, region.

HL3, Radagast plays agent Kori.

Moves agent Wyrmslayer to The Wind Throne.

Moves Ellindiel from firs site Ettenmoors to Cirith Helalokai.

SITE

Barak Shathûr entered. AA1-dwarves.3s9p Two strikes to Fankil.

Fankil, tapped, 4p-1t-1s+10roll=12.

Ostisen taps Iron Shield of Old.

Avatar card untaps Fankil. He taps to play Black-mail Coat tapping the site.

END

TURN 11

@ Shapol Udun-U

T	Ologong	9	7	7	10	Troll	W		R		D	5	Smart and Secret	Obey Him	No More N	Foul-Sme	Ancient Black Axe
U	Crook-legged Orc	2	0	5	8	orc	W		R			1	Broad-headed Spear				
U	Crook-legged Orc	2	0	3	8	orc	W		R			0					

@ Barak Shathur-T

T	Fankil	10	3	4	9	demon			R	Sa	D	X	Foolish Words	Black-mail coat		
T	Ostisen	2	0	3	9	Man		Sc				4	Iron Shield of Old	Records U	Dwarf-Friend	

Withered Lands	Dwarven Cunning		
World Gnawed by the N	Crooked Promptings		
Muranog	Crept Along Cleverly		
Fever of Unrest	0		
0	Maker's Map		
Hand: 8	MP: 14	SP: 0	PD: 6

Haz: Ungoliant's Progeny, Wake of War, Wrath of the Olvar, Awaken Minions
Lomaw+Leucaruth at Home, Spider of the Morlat

UNTAP

ORG

Muranog is played at Shapol Udun. Avatar taps to shuffle Orc garrison. Ologong transfers Foul Paste to Crook, plays Crooked Promptings, cc-1-4+2+10roll=7, pass.

Fankil+ moves to Mirror Halls. Muranog moves there. Ologong+ moves to Zayandaur.

MOVE-TdRTnG

Fankil; W-WW-W-rl, mountain.

HL2, Thranduil keys Shelob's Brood to the surface site. Spiders.4s8p (WoW+SM=6s9p)

Crept Along Cleverly cancels.

Ologong; SL-SL-W-rl, region

HL3, x

Muranog; SL-SL-W-rl, mountain

HL2, x

SITE

Zayandaur entered. AA1-spirits ice/cold.3s8p

1-Ologong, taps, 7p+3wp-3x=auto

2-Ologong, tapped, 7p+3wp-3x-1t=auto

Crooked, taps, 3p+2wp+1lroll=16.

Crooked taps to play Maker's Map tapping the site.

END

TURN 12

@ Zayandaur-T

T	Ologong	9	7	10	10	Troll	W		R		D	4	Smart and Secret	Obey Him	No More Nonsense	Ancient Black Axe
T	Crook-legged Orc	2	0	5	8	orc	W		R			2	Broad-headed Spear	Foul-Smelling Paste		
T	Crook-legged Orc	2	0	3	8	orc	W		R			0	Maker's Map			

@ Mirror Halls-U

U	Muranog	8	2	6	9	Troll	W		R	Sa		0				
T	Fankil	10	3	4	9	demon			R	Sa	D	X	Foolish Words	Black-mail coat		
U	Ostisen	2	0	3	9	Man		Sc				4	Iron Shield of Old	Records U Dwarf-Friend		

Dwarven Cunning	Dwarven Cunning		
World Gnawed by the Nameless	The Iron Pit		
0	Crept Along Cleverly		
Strange Rations	Orc Garrison		
Hill-troll	I'll Be At Your Heels		
Hand: 8	MP: 19	SP: 0	PD: 88

Haz: Ungoliant's Progeny, Wake of War, Wrath of the Olvar, Full of Froth and Rage, Leucaruth at Home, Corlagon ahunt

UNTAP

ORG

Smart and Secret moved to Fankil. I'll Be At Your Heels played on Muranog. Ologong moves to Mirror Halls. Fankil+ move to Ruins of Kheledkhizdín.

MOVE-tnGRTn

Fankil; rl, deeps.

HL3, Galadriel plays Shut Yer Mouth on Muranog. Plays Despair of the Heart on Ostisen.

Plays An Unexpected Outpost.

Plays World Gnawed by the Nameless to move to Vaults of Utumno.

Vaults of Utumno(7)

Roll: +2.shield+2roll=4, fail.

Ologong; W-SL-W-rl, mountain

HL3, Thrain plays Lure of the Senses on Ologong.

HL1, Radagast moves Kori from Sulfur-deeps to Under-courts

SITE

END

TURN 13

@ Mirror Halls-T

U	Ologong	9	7	10	10	Troll	W		R		D	6	Ancient Black Axe	Obey Him	No More N	Lure of the Senses
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			2	Broad-headed Spear	Foul-Smelling Paste		
U	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R			0	Maker's Map			

@ Ruins of Kheledkhizdin-U

U	Muranog	8	0	6	9	Troll	W		R	Sa		1+	I'll Be At Your Heels	Shut Yer Mouth		
U	Fankil	10	3	4	9	demon			R	Sa	D	X	Foolish Words	Black-mail	Smart and Secret	
U	Ostisen	2	0	3	9	Man		Sc				5	Iron Shield of Old	Records U	Dwarf-Frie	Despair of the Heart

Twilight		Dwarven Cunning
World Gnawed by the N:	The Iron Pit	
Crooked Promptings	Crept Along Cleverly	
0	Orc Garrison	
Hill-troll		0
Hand: 8	MP: 19	SP: 0 PD: 82

Res: The Under-roads

Haz: Infested Jungles, Lure of Power, Leucaruth at Home, Fell Winter

UNTAP

ORG

Ologong taps to remove hazard, 11roll > 6, pass. Ostisen no tap with hazard, 10roll > 4, pass.

Fankil moves to Vaults of Utumno. Ologong moves to Ruins of Kheledkhizdín.

MOVE-pgiv

Fankil; dh, Underdeeps(7)

Roll: +2.shield+3.roads+2roll=7, tie.

HL3, Pallando moves agent Sakalthor home.

HL1, Guild plays Gnaw with Words Muranog.

Ologong; rl, Underdeeps (0), auto.

HL3, x

SITE

Vaults of Utumno entered. AA1-undead.3s12p, AA2, traps.each.10p, AA3-spawn

Crept Along Cleverly cancels AA1.

Dwarven Cunning is played by Dwarf-friend Ostisen to cancel AA2.

No AA3 given.

Fankil taps to play Hammer of the Underworld tapping the site.

Orc Garrison is played on the site. The Iron Pit is played on the site.

Records Unread discarded by Ostisen to untap the site.

END

TURN 14

@ Vaults of Utûmno-U

T	Ologong	9	11	10	9	Troll	W		R		D	4	Ancient Black Axe	Obey Him	No More Nonsense
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			2	Broad-headed Spear	Foul-Smelling Paste	
U	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R			0	Maker's Map		

@ Ruins of Kheledkhizdín-U

T	Muranog	8	2	6	10	Troll	W		R	Sa		1+	I'll Be At Your Heels	Shut Yer Mouth		
T	Fankil	10	3	4	10	demon			R	Sa	D	X	Foolish Words	Black-mail	Smart and	Hammer of the Underworld
T	Ostisen	2	0	3	10	Man		Sc				3	Iron Shield of Old		Dwarf-Friend	

Twilight		Come at Need
World Gnawed by the Nameless		Conjure the Tempest
Crooked Promptings		0
Crooked Promptings		0
Hill-troll		Foul-Smelling Paste
Hand: 8	MP: 21	SP: 0 PD: 72

Haz: Infested Jungles, Lure of Power, From the Pits of Angband

UNTAP

ORG

Hill-troll is played at Ruins. Muranog taps to remove hazard, 3roll=fail. Fankil transfers Hammer to Muranog.

Fankil+ move to Ruins of Kheledkhizdín. Ologong moves to Grop-Kûlkodar.

MOVE-gvip

Fankil; dh, Underdeeps(7)

Roll: +2.shield+6roll=8, pass.

HL3, Guild plays Gnaw with Words to tap Fankil.

HL1, Valdacli plays The Enemy is at Hand

World Gnawed by the Nameless played; move to Grop-Kûlkodar

+

Underdeeps(6)

Roll: +2.shield+8roll=10, pass

Fankil; h.

HL3, Valdacli plays Fearful Sun.

Ologong; h. Underdeeps(6)

Roll: +2map+6roll=8, pass.

HL4, x

SITE

Grop-Kûlkodar is entered. Dark Forges is placed on Hammer.

END

TURN 15

[Weary of Thrain at Rusted-Deeps]

@ Grop-Kûlkodar-T

U	Ologong	9	11	10	9	Troll	W		R		D	4	Ancient Black Axe	Obey Him	No More Nonsense	
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			2	Broad-headed Spear	Foul-Smelling Paste		
U	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R			0	Maker's Map			
U	<i>Hill-troll</i>	3	0	5	7	troll	W					0				
T	Muranog	8	6	11	11	Troll	W		R	Sa		4	Hammer of the Underwor	Dark Forg	I'll Be At Yc Shut Yer Mouth	
T	Fankil	10	3	4	10	demon			R	Sa	D	X	Foolish Words	Black-mail	Smart and Secret	
U	Ostisen	2	0	3	10	Man		Sc				3	Iron Shield of Old		Dwarf-Friend	

0		0	
World Gnawed by the Nameless	Conjure the Tempest		
Crooked Promptings	Wargs of the Tundra		
Crooked Promptings	Twilight		
Legendary Stair	Foul-Smelling Paste		
Hand: 8	MP: 25	SP: 0	PD: 66

Haz: The Enemy at hand, Beacons Alight, Fearful Sun, Infested Jungles, Leucaruth at Home, From the Pits of Angband, Hurling Rocks

UNTAP

ORG

Muranog taps to remove hazard, 7roll<7+1, fail. I'll Be At Your Heels played on Ologong from Muranog. Fankil transfers Coat to Hill Troll. Ostisen moves to Ruins of Kheledkhizdín. Ologong moves to Shapol Udun. Others move to Ancient Maze playing Legendary Stair.

MOVE-ipvq

Ologong; ud. h.

HL2, Imrahil plays The Sun Shone Fiercely.

Fankil; rl, Underdeeps(9)

Roll: +2.map+10roll=12, pass.

HL4, Imrahil plays Call of Home on Muranog- +6.gi+8roll>10-1,pass.

Plays Twilight against Arda Marred.

HL2, Guild plays Waiting Shadow, but Fankil plays Twilight.

Full of Froth and Rage is played.

Ostisen; rl. Underdeeps(6)

Roll: +2.shield+12roll=14, pass.

HL2, x

Plays World Gnawed by the Nameless to move again.

rl. Underdeeps(6)

Roll: +2.shield+8roll=10.

HL2, x

SITE

Ancient Maze entered. AA1-spawn.2s11p

Hill, u, $5p+8roll=13$.

Fankil, $4p+9roll=13$.

Both Crooked Legs tap to play a Foul Paste tapping the site.

END

Return to Grop-Kûlkodar

TURN 16

[Lord Thrain is at the Vaults. You can combat him to cause damage. But slowing that bearded thug will only help Felagrog. Let him pass. Alatar is at Mirror Halls.]

@ Grop-Kûlkodar-T

T	Muranog	8	8	11	11	Troll	W		R	Sa			4	Roots of the Earth				
T	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R				3	Broad-headed Spear	Dark Forges			Shut Yer Mouth
T	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R				1	Maker's Map	Foul-Smell	Foul-Smelling Paste		
T	<i>Hill-troll</i>	3	0	5	10	troll	W						1	Black-mail coat				
T	Fankil	10	3	4	10	demon			R	Sa	D		X	Foolish Words				Smart and Secret

@ Shapôl Udûn-U

U	Ologong	9	9	10	9	Troll	W		R		D		3	Ancient Black Axe	Obey Him	No More N	I'll Be At Your Heels
---	---------	---	---	----	---	-------	---	--	---	--	---	--	---	-------------------	----------	-----------	-----------------------

@ Vaults of Utûmno-U

U	Ostisen	2	0	3	9	Man		Sc					3	Iron Shield of Old			Dwarf-Frie
																	The Iron Pit

calm-song		Orc Shaman
World Gnawed by the N		Conjure the Tempest
Crooked Promptings		Wargs of the Tundra
Crooked Promptings		0
Voices of Malice		0
Hand: 8	MP: 25	SP: 0 PD: 57

Haz: Fearful Sun, Infested Jungles, Face Out of Sight
Leucaruth at Home, Spawn of Ungoliant

UNTAP

ORG

Fankil taps to play Voices of Malice to discard Shut Yer Mouth. Shaman is played at Shapol Udun. Ologong moves to Númenórean Tomb. Ostisen stays. Fankil+ moves to Ruins of Kheledkhizdín.

MOVE-vgpi

Ostisen; sh.

HL2, Valdacli plays Muster Disperses on Snow Trolls, 6.gi+5roll=11, pass.

Ologong; SL-WW-rl, starter

HL2, Guild plays Full of Froth and Rage.

Fankil; underdeeps(6), rl.

Roll: +2.map+8roll=10, pass.

HL5, Guild plays Thrice Told Tales on Fankil

HL3, Imrahil plays Tidings of Doubt and Danger

HL1, x

World Gnawed by the Nameless is played to move to Vaults.

Fankil; underdeeps(7), rl.

Roll: +2.map+8roll=10, pass.

HL5, x

SITE

Númenórean Tomb entered. AA1-traps.2s7p, AA2-undead.2s8p

Ologong, u, 7p-3x+5roll=9.

Shaman, u, 3p+7roll=10.

Crept Along Cleverly played by Ologong to cancel AA2.

Ologong taps to make an INF attempt on Wargs of the Tundra playing Crooked Promptings.

+0.di+0 (5.di.OT-4.follower)+2.axe+2.obey+2.nonsense-2.heels+3.res+7roll=14>9, pass.

Site is tapped.

END

Swift Onset is played.

				ALATAR
			29	28
C	9	Shapôl Udûn	8	3
I	8	Illuin Mountains	13	17
F	6	vs. Alatar	5	0
A	4	Northern Waste	0	0
M	3	Secret Forces	1	0
K	2	Demons of Winter	2	8

3 GAME POINTS

Old Troll

Orc Garrison

World Gnawed by the Nameless

TURN 17

@ Vaults of Utumno-U

U	Muranog	8	8	11	11	Troll	W		R	Sa	4	Hammer of the Underworld	Dark Forges					
U	Crook-legged Orc	2	0	5	8	orc	W		R		3	Broad-headed Spear	Foul-Smelling Paste	Foul-Smelling Paste				
U	Crook-legged Orc	2	0	3	8	orc	W		R		1	Maker's Map	Foul-Smelling Paste					
U	Hill-troll	3	0	5	10	troll	W				1	Black-mail coat						
T	Fankil	10	4	4	9	demon			R	Sa	D	X	Foolish Words	Smart and Secret			Thrice Told Tales	
U	Ostisen	2	0	3	9	Man		Sc				3	Iron Shield of Old	Dwarf-Friend				
													The Iron Pit					

@ Númenórean Tomb-T

T	Ologong	9	9	10	9	Troll	W		R		D	3	Ancient Black Axe	Obey Him	No More N'Il Be At Your Heels			
T	Orc Shaman	4	0	3	7	uruk	W			Sa		0						

calm-song			0
World Gnawed by the Nameless	Conjure the Tempest		
Cruel Claw Perceived	Panic		
Lassaraukar	Itangast		
Ice-Troll			0
Hand: 8	MP: 29	SP: 0	PD: 41

Res: Gates of Morning, Light of the North, The Under-roads

Haz: Many Shapes of Power and Fear (Wind deeps)

UNTAP

ORG

Ostisen transfers Shield to Hill Troll, cc: $-3+5\text{roll}=2$, pass.

Ice-Troll is played with Ologong. Avatar taps to shuffle Eloeklo.

Ostisen stays. Ologong+ moves to Tol Ringurthur. Fankil+ move to Ruins of Khelez.

MOVE-adet

Ostisen; sh.

HL2, x

Ologong; WW-SL-rl, region.

HL3, x

Fankil; underdeeps(7), rl.

Roll: $+2.\text{map}+2.\text{shield}+3.\text{res}+3\text{roll}=10$, pass.

HL5, x

+

World Gnawed by the Nameless is played to move to Grop-Kûlkodar.

Fankil; underdeeps(6), rl.

Roll: $+2.\text{map}+2.\text{shield}+3.\text{res}+5\text{roll}=12$, pass.

HL5, alatar plays Angurth aHunt.

SITE

Tol Ringurthur entered. AA1-spirits ice and cold.3s8p

Ologong faces 2 strikes.

1-Ologong, $7p+3w-3x+5roll=12$.

2-Ologong, $7p+3w-3x-1t+1roll=17$.

Ice, $5p+3roll=8$, tie.

Orc Shaman plays Conjure the Tempest tapping and discard Calm-song. Selects -3.

-3.magic+4roll=1 = Demon/Undead. The Wind-horde played from discard pile.

Normal 4=creature played. None for Alatar, but Snow-lion is in the discard pile.

END

World Gnawed by the Nameless played. Move to The Rusted-Deeps(8)

Roll: $+2.\text{shield}+2.\text{map}+4\text{roll}=8$.

HL5, Thorin keys Cave-drake to rl, drake.2s10p, attacker

Crooked, taps Old Shield.

Fankil, $4p+8\text{roll}=12$.

HL4, keys Dwarven War Party to site, dwarves.3s11p5b

Crooked and crooked tap to help Hill Troll.

1-Muranog, $6p+5\text{wp}-3x+6\text{roll}=14$, fail. Bc.10

2-Muranog, $6p+5\text{wp}-3x-1+6\text{roll}+13$, fail. Bc.7

Hill, $5p+2\text{sup}+7\text{roll}=14$, fail. Bc.6, defeated, trophy to Muranog.

HL2, x

Ologong; BL-W-rl, mountain

Weigh All Things shuffles Sulfur-spawn.

HL3, x

SITE

Mirror Halls entered. AA1-traps.3s8p

Ologong, $7p-3x+12\text{roll}=16$.

1-Ice, $5p-3x+8\text{roll}=10$.

2-Ice, $5p-3x-1t+5\text{roll}=6$, bc.8=wounded.

Shaman discards Poison of His Voice to play Conjure the Tempest, he taps too,

$-3.\text{magic}+7\text{roll}=4$, demon.

Ologong taps to play Eloeklo.

END

TURN 20

[no place to play Iron Crown with Lairs of dead dragons of creature 4 MP, item gives 5 CP]

@ Rusted-Deeps-U

T	Muranog	8	10	12	11	Troll	W		R	Sa		3	Hammer of the Underworld	Dark Forge	I'll Be At Your Heels	Dwarven War Party
T	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			2	Broad-headed Spear	Foul-Smell	Foul-Smelling Paste	
T	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R			0	Maker's Map	Foul-Smelling Paste		
T	<i>Hill-troll</i>	3	0	5	10	troll	W					3	Black-mail coat	Iron Shield of Old		
T	Fankil	10	4	4	9	demon			R	Sa	D	X			Smart and Secret	

@ Mirror Halls-T

T	Ologong	9	9	10	9	Troll	W		R		D	3	Ancient Black Axe	Obey Him	No More N	I'll Be At Your Heels
U	Eloeklo	4	0	9	10	demon			R			a				
T	<i>Orc Shaman</i>	4	0	3	7	uruk	W			Sa		0				
W	<i>Ice-Troll</i>	3	0	5	9	Troll	W		R			0			Skis and Fur-coats	

@ Vaults of Utumno-U

U	Ostisen	2	0	3	9	Man			Sc			0				Dwarf-Frie
																The Iron Pit

Crept Along Cleverly	Leucaruth		
World Gnawed by the N	Gostir Roused		
Itangast	Sulfur-Spawn		
Fever of Unrest	0		
0	The Iron Crown(M)		
Hand: 8	MP: 40	SP: 0	PD: 8

Res: Light of the North, Prone to Violence, Spring of Arda

Haz: Full of Froth and Rage

Home (leucaruth, ando-anca, bairanax, gondring)

UNTAP

ORG

Fankil+ move to Mines of Falek-Dim. Ologong move to Shapol Udun.

MOVE-etda

Ologong; W-SL-SL-h, region

HL3, Glance of Arien played on Eloeklo

HL3, Evermist using Light of the North to any NW region, elves.4s8p

Ologong, 10p-3x+8roll=15.

Eloeklo, 9p-3x-2haz+6roll=10.

Shaman, 3p+3roll=6, bc.4

Ice, 5p-2w+6roll=9

Fankil; rl, underdeeps, Mines(8)

The Way is Shut cancels.

Ostisen; sh

HL2, x

SITE

END

TURN 21

[so many dead dragons are limiting sites to play greater items]

@ The Rusted-deeps-U

U	Muranog	8	10	12	11	Troll	W		R	Sa		3	Hammer of the Underworld	Dark Forge	I'll Be At Your Heels	Dwarven War Party
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			2	Broad-headed Spear	Foul-Smell	Foul-Smelling Paste	
U	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R			0	Maker's Map	Foul-Smelling Paste		
U	<i>Hill-troll</i>	3	0	5	10	troll	W					3	Black-mail coat	Iron Shield of Old		
U	Fankil	10	4	4	9	demon			R	Sa	D	X			Smart and Secret	

@ Shapol Udun-U

U	Ologong	9	9	10	9	Troll	W		R		D	3	Ancient Black Axe	Obey Him	No More N	I'll Be At Your Heels
U	Eloeklo	4	0	9	10	demon			R			a				
W	<i>Orc Shaman</i>	4	0	3	7	uruk	W			Sa		1+				
W	<i>Ice-Troll</i>	3	0	5	9	Troll	W		R			1+			Skis and Fur-coats	

@ Vaults of Utumno-U

U	Ostisen	2	0	3	9	Man			Sc			0				Dwarf-Friend
																The Iron Pit

Crept Along Cleverly	0		
World Gnawed by the N	Orc Garrison		
0	Sulfur-Spawn		
0	The Iron Crown(M)		
Wild Fell Beast	0		
Hand: 8	MP: 40	SP: 0	PD: 80

Res: Light of the North, Spring of Arda

Haz: Full of Froth and Rage, The Way is Shut, Fell Winter, Corlagon aHunt

Home (scathe, bairanax, ando-anca, corlagon)

UNTAP

ORG

Ologong+ move to Gold Hill. Fankil+ move to Mines of Falek-Dim. Ostisen stays.

MOVE-aetd

Ostisen; sh

HL2, Evermist plays Earth-Tremors

Ologong; SL-WW-WW-W-rl, mountain

HL3, Alatar plays Something Has Slipped.

Keys Winged Cold-drake to WWW. 2s13p, attacker.

Shaman plays Calm-song to make it detainment.

Wound of Long Burden played on Ologong.

Ologong, $7p+3wp-3x+7roll=14$

Eloeklo, $9p-3x+8roll=14$

Fankil; The Way is Shut cancels move.

SITE

Ostisen plays Orc Garrison.

END

TURN 22

@ Rusted-Deeps-U

U	Muranog	8	10	12	11	Troll	W		R	Sa				3	Roots of the Earth						
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R					2	Hammer of the Underworld	Dark Forge	I'll Be At Your Heels	Dwarven	War Party		
U	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R					0	Broad-headed Spear	Foul-Smell	Foul-Smelling Paste				
U	<i>Hill-troll</i>	3	0	5	10	troll	W							3	Maker's Map	Foul-Smelling Paste					
U	<i>Fankil</i>	10	4	4	9	demon			R	Sa	D			X	Black-mail coat	<i>Iron Shield of Old</i>	Smart and Secret				

@ Gold Hill-U

U	Ologong	9	9	10	9	Troll	W		R		D			3	Ancient Black Axe	Obey Him	No More N	I'll Be At Your Heels			
U														a							
T	<i>Orc Shaman</i>	4	0	3	7	uruk	W			Sa				1+							
T	<i>Ice-Troll</i>	3	0	5	9	Troll	W		R					1+			Skis and Fur-coats	Something Has Slipped			

@ Vaults of Utumno-U

U	Ostisen	2	0	3	9	Man				Sc				0							Dwarf-Friend
																					The Iron Pit

Crept Along Cleverly	Voices of Malice
World Gnawed by the North Winds	Legendary Stair
Poison of His Voice	Sulfur-Spawn
Join With That Power	The Iron Crown(M)
0	0
Hand: 8	MP: 40
SP: 0	PD: 67

Res: Ordered to Kill

Haz: Full of Froth and Rage, Earth-Tremors, Hurling Rocks, Snowstorm

Home (scatha, bairanax, ando-anca,), Spawn of Ungoliant

UNTAP

ORG

Fankil+ move to Mines of Falek-Dim playing Legendary Stair. Ologong+ stays.

Ostisen stays. Muranog taps to use Voices of Malice to discard Earth-Tremors,

Join With that Power helps cc, cc-4wp-2res+4res+8roll=6, pass.

MOVE-atde

Ologong; rl

HL3, Evermist keys Rain-drake to rl (Two W in site path).drake.1s15p

Crept Along Cleverly cancels.

HL2, Evermist keys True Spirits of the North Winds to site with Eloeklo in the company.

Maia.3s13p5b, attacker

Eloeklo, 9p+3roll=12, bc.7 No trigger Something Has Slipped since it is an ally.

Ice, 5p+6roll=11, wounded. Bc.9, discarded.

Shaman, 3p-2haz+12roll=13

HL1, Lure of Nature played on Ologong.

Fankil; rl, underdeeps, Mines(8)

Roll: +2.shield+2.map+10roll=14, pass.

HL5, Evermist keys Nameless Thing to site. Drakes.3a2s10p4b

1a

Crooked taps to cancel one attack.

2a

Crooked, 5p+8roll=13.

Hill Troll taps Shield.

3a

Hill Till taps to face two strikes.

1-Hill, 5p-3x+8roll=10

2-Hill, 5p-1t-3x+6roll=7, wounded. Bc.9

Foul Paste used to heal and untap Hill Troll.

HL4, Evermist plays Lure of Nature on Hill Troll.

Poison of His Voice played by Fankil to discard Lure.

Weigh All Things shuffles Eagoth.

World Gnawed by the Nameless played.

Move to Sulfur-Deeps(6)

Roll: +2.shield+2.map+7roll=11, pass

Fankil; dh

HL5, x

SITE

Sulfur-deeps entered.AA1-trolls.2s9p

Hill Till taps to face two strikes.

1-Hill, 5p-3x+6roll=8, wounded. Bc.6

2-Hill, 5p-2w-3x+8roll=8, wounded. Bc.+1w+8roll=9

Fankil taps to play Sulfur-Spawn.

Vaults of Utumno entered. No AA (The Iron Pit)

Dwarf_Friend Ostisen plays Dwarven Cunning to give Traps attack.

END

Fankil+ move back to Rusted-Deeps.

TURN 23

[Durlach has minions at Wind-deeps

@ Rusted-Deeps-U

T	Muranog	8	10	12	11	Troll	W		R	Sa		4	Hammer of the Underworld	Dark Forge	I'll Be At Your Heels
T	Crook-legged Orc	2	0	5	8	orc	W		R			1	Broad-headed Spear	Foul-Smelling Paste	
T	Crook-legged Orc	2	0	3	8	orc	W		R			0	Maker's Map	Foul-Smelling Paste	
W	Hill-troll	3	0	5	10	troll	W					3	Black-mail coat	Iron Shield of Old	
T	Fankil	10	4	4	9	demon			R	Sa	D	X			
U	Sulfur-Spawn	4	0	9	9	spawn			R			a			Smart and Secret

@ Gold Hill-T

Ologong		9	9	10	9	Troll	W		R		D	5	Ancient Black Axe	Obey Him	No More N	I'll Be At Y	Lure of Nature
	Eloeklo	4	0	9	10	demon			R			a					
	Orc Shaman	4	0	3	7	uruk	W			Sa		1+					Something Has Slip

0		Bertok	
World Gnawed by the N		World Gnawed by the N	
Twilight		Lassaraukar	
Crept Along Cleverly		Conjure the Tempest	
0		0	
Hand: 8	MP: 42	SP: 0	PD: 52

Res: Ordered to Kill, Old Grudge, A Short Rest, The Under-roads, Prone to Violence
 Haz: Full of Froth and Rage, Earth-Tremors, Hurling Rocks, Fell Winter, Bond Winter,
 From the Pits of Angband, Lure of Power
 Home (bairanax), Spawn of Ungoliant

UNTAP

ORG

Hill troll transfers Iron Shield to Fankil.

Ologong removes haz, 8roll=pass.

Fankil+ moves to Wind-Deeps. Ologong+ moves to Shapol Udun. Ostisen stays.

MOVE-adet

Fankil; rl, underdeeps(9)

Roll: +2.map+2.shield+3.res+6roll=13, pass

Attack: Earth-tremors, Rock Fall.each.7p

Muranog, 6p-3x+3roll=6, bc.10=wounded.

Crooked, 3p+10roll=13

Crooked Orc, 3p+10roll=13

Hill, 5p-1t+11roll=15

Fankil, 4p+5roll=9

Sulfur-Spawn, 9p-3x+7roll=13

HL5, Alatar keys True Cold-drake to the site.

Crept Along Cleverly cancels.

HL4, Thorin keys True Fire-drake from Summons From Long Sleep to the site, drake.2s15p

Then plays Dragon's Breath, then My Breath Death on Fankil, 15p

Muranog, $11b-2w+12roll=21$

Crooked, $8b-1t+11roll=18$

Crooked, $8b-1t+9roll=17$

Hill, $10b-1t+1armor+3roll=13$, bc.5

Fankil, $9p-1t+1.shield+10roll=19$

Sulfur-Spawn, $9p+3t+7roll=19$

+

drake.2s11p-1b; Wound Fankil so he can heal and thus use Shield on spawn event AA to cvcc.

Sulfur-Spawn, $9p+4roll=13$

Fankil, $4p-1t+7roll=10$, wounded. bc.7 . Foul Smell heals.

Foul Smell heals Muranog.

Ologong; W-WW-WW-SL-h, region

HL2, Alatar plays Lost in the Wilderness, HL+5

HL6, Alatar plays Gostir at Home

HL4, Thorin keys True Fire-drake to WWW, drake.2s13p

Ologong, $10p+8roll=18$

Shaman, $3p+8roll=11$, bc.10=killed.

SITE

END

TURN 24

@ The Wind-deeps-T

T	Muranog	8	10	12	11	Troll	W		R	Sa		4	Hammer of the Underworld	Dark Forg	I'll Be At Your Heels		
T	<i>Crook-legged Orc</i>	2	0	5	8	orc	W		R			0	Broad-headed Spear				
T	<i>Crook-legged Orc</i>	2	0	3	8	orc	W		R			0	Maker's Map				
W	<i>Hill-troll</i>	3	0	5	10	troll	W					0	Black-mail coat				
U	Fankil	10	4	4	9	demon			R	Sa	D	X		Iron Shield	Smart and	Secret	
T	Sulfur-Spawn	4	0	9	9	spawn			R			a					

@ Shapol Udun-U

T	Ologong	9	9	10	9	Troll	W		R		D	3	Ancient Black Axe	Obey Him	No More N	I'll Be At Your Heels	Something
T	Eloeklo	4	0	9	10	demon			R			a					

@ Vaults of Utumno-U

U	Ostisen	2	0	3	9	Man			Sc			0	Dwarf-Friend				The Iron Pi	Orc Garrison
---	---------	---	---	---	---	-----	--	--	----	--	--	---	--------------	--	--	--	-------------	--------------

0	Bertok		
World Gnawed by the Nameless		World Gnawed by the Nameless	
Fankil		Fever of Unrest	
Withered Lands		Crept Along Cleverly	
0		0	
Hand: 8	MP: 40	SP: 0	PD: 41

Res: Gates of Morning, Ordered to Kill, Old Grudge, The Under-roads x2, Prone to Violence
 Haz: Full of Froth and Rage, From the Pits of Angband, Lure of Power
 Home (bairanax, Gostir), Spawn of Ungoliant

UNTAP

ORG

Fankil+ move to Rusted=deeps. Ologong+ stay. Ostisen stays.

MOVE-aetd

Ologong; h

HL2, x

Fankil; rl, underdeeps, Rusted(9)

Roll: +6res+2sh+2map=auto

HL5, x

+

Moves again using World Gnawed by the Nameless

Fankil; rl, underdeeps, Ruins of Kheledkhizdín (8)

Roll: +6res+2sh+2map=auto

HL5, Alatar keys Ice-drake to the site; plays Like the Crash of Battering Rams

Fankil taps to support Spawn

Muranog, 6p+5wp+1y+7roll=19

Sulfur-Spawn, 9p+1sup+5roll=15

HL2, x

Avatar card untaps Fankil

Moves again using World Gnawed by the Nameless

Moves again using World Gnawed by the Nameless

Fankil; rl, underdeeps, Vaults of Utûmno (7)

Roll: +6res+2sh+2map=auto

HL5, x

SITE

END

T	Muranog	8	10	12	11	Troll	W	R	Sa		4	Roots of the Earth				
U	<i>Crook-legged Orc</i>	2	0	5	8	orc	W	R			0	Hammer of the Underwor	Dark Forg	I'll Be At	Your Heels	
U	<i>Crook-legged Orc</i>	2	0	3	8	orc	W	R			0	Broad-headed Spear				
W	<i>Hill-troll</i>	3	0	5	10	troll	W				0	Maker's Map				
U	Fankil	10	4	4	9	demon		R	Sa	D	X	Black-mail coat				
T	Sulfur-Spawn	4	0	9	9	spawn		R			a		Iron Shield	Smart and	Secret	

Fankil supports

Muranog, cc-4+1sup+10roll=7

				ALATAR
			40	45
C	9	Shapôl Udûn	7	6
I	8	Illuin Mountains	13	17
F	6	vs. Alatar	9	0
A	4	Northern Waste	5	0
M	3	Secret Forces	3	0
K	2	Demons of Winter	3	22

40	Marshall Points			3	Eloeklo
3	Ologong			2	Sulfur-Spawn
3	Muranog			1	Roots of the Earth
1	Hill-troll			0	Dark Forges
1	Broad-headed Spear			2	Maker's Map
2	Iron Shield of Old			3	Dwarven War Party
4	Ancient Black Axe			2	Snow Trolls
1	Black-mail coat			3	Wargs of the Tundra
5	Hammer of the Underworld			4	Wind-Horde

	Dead Creatures	top					
t01	Ice-Troll	alatar			winged cold-drake		
t02	Goblin-Miner	lar-huz	AA		something has slipped		
t03	Troll-Chief	saruman			aware of their ways		
t03	Goblin-Miner	saruman			uiendalaif wake of w war-wargs		
t06	Were-wolf	elrond					
t09	Old Troll	thrain			nameless thing		tap for 2 strikes
t09	Hill-troll	AA	elaymu		2 strikes		
t17	Snow-troll	alatar					
t20	Leucaruth	dain					
t21	Corlagon at Home						
t23	Orc Shaman						
t23	Snow-troll	alatar			the hunt		

1	Ancient Black Axe	0	h07,p09		x	x	
2	Hammer of the Underworld	0	gs10,p13		x	x	
3	Iron Shield of Old	0	gs03,p07		x	x	
4	Broad-headed Spear	0	h03,p04		x	x	
5	Black-mail coat	0	h04,p d10		h19,d19		
6	Black-mail coat	0	h09,p10		x	x	
7	Foul-Smelling Paste	0	h01,p u03		h13,p15	u22	
8	Foul-Smelling Paste	0	h01,p d10		h15,p15	u23	
9	Foul-Smelling Paste	0	h07,d09			d23	
10	Records Unread	0	h09,p09	d13		h23,d23	
11	Orcs of the Barl Synchronac	0	h05,d06		h17,d17		
12	Snow Trolls	0	h04,p05		x	x	
13	Roots of the Earth	0	h02,p07		x	x	
14	Dark Forges	0	h05,p07		h17,d17		
15	Dark Forges	0	h08,d09		h18,d18		
16	Maker's Map	0	h10,p11		x	x	
17	Crept Along Cleverly	1	h06,p07		h16,p16	h22,p23	
18	Crept Along Cleverly	1	h10,p11		h17,p22	h24,p24	
19	Crept Along Cleverly	1	h11,p13				
20	Join With That Power	0	h05,d05		h12,d16	h21,d21	
21	Join With That Power	0	h08,p09		h13,p16	h21,P22	
22	Join With That Power	0	h09,p11		h15,d15	h24,d24	
23	Threats	0	h03,d03		h13,d13	h23,d23	
24	Threats	0	h03,d04		h18,d19		
25	Threats	0	h08,d09		h20,d20		
26	Voices of Malice	0	h03,p03		h15,p16	h21,p22	
27	Voices of Malice	0	h06,d06		h17, p18	h24,d24	
28	Voices of Malice	0	h06,p08		h18,p19		
29	Conjure the Tempest	0	h08,d08		h13,d13	h22,d23	
30	Dwarf-Friend	0	h09,p10				
31	I'll Be At Your Heels	0	s01,p01	d	h17,p18		
32	I'll Be At Your Heels	0	h11,p12		x	x	
33	Smart and Secret	0	h01,d03				
34	Obey Him or Die	0	h04,p07		x	x	
35	No More Nonsense	0	h08,p09		x	x	
36	Calm-song	0	h03,p07		h15,u17	h21,p21	
37	Poison of His Voice	0	s01,p03			h21	
38	Weigh All Things to A Nicety	0	h05,p05		h12,d12	h22,p22	
39	Weigh All Things to A Nicety	0	h06, p07		h18,p19		
40	Weigh All Things to A Nicety	0	h09,p10				

1	Corlagon At Home	0	h07,p07		h20,p20		
2	Gondring Ahunt	0	h04,p05			h20,p20	
3	Itangast	0	h01,p04		h16,p20	out22	
4	Leucaruth	0	h11,p11		h19,p20		
5	Canadras	0	s01,d01				
6	Merkampa	0	h06,p06		h19,d19		
7	Wild Fell Beast	0	h03,d03		h13,d13	h20,p21,o	
8	Wild Fell Beast	0	h07,d08		h14,d14	h21,d21	
9	Wild Fell Beast	0	h08,d09		h18,d18	h22,d22	
10	Lassaraukar	1	h04,d04		h14,d14	h22,p23	
11	Lassaraukar	1	h10,d10		h16,p17	h24	
12	Were-wolf	0	s01,p01		h16,d16	h22,p22	
13	Were-wolf	0	h06,k06				
14	Vampire	1	h10,d10		h12,d12	h24	
15	Vampire	1	h05,d05		h13,d13,pits13		
16	Fell-Bear	0	h01,d02		h20,p20		
17	Snow-troll	0	s01,d01		h17,pk17		
18	Snow-troll	0	h01,d02		h19,d19	h21,pk21	
19	Snow-troll	0	h10,d10				
20	Doors of Night	0	h08,p08		h16,d16	h22,p22,o	
21	Doors of Night	0	h09,p09		h17,p17	h21,p21	
22	Twilight	0	s01,p01		h12,d14	h23,p23	
23	Twilight	0	h08,p08		h14,p15		
24	Fever of Unrest	1	h02,p04		h20,p20	h23,p23	
25	Summons From Long Sleep	0	h10,p10			h23,p23	
26	Summons From Long Sleep	0	h11,p11			h24,d24	
27	Choking Shadows	0	h06,p06		h11,d11	h21,p21	
28	Choking Shadows	0	h07,p07		h15,d15	h22,p22	
29	Choking Shadows	0	h08,p08		h17,p18		
30	Withered Lands	1	h04,c out0: h10		h12,d12	h23,p23	
31	Withered Lands	1	h06,d06		h13,d13	h23	
32	Withered Lands	1	h10,d10		h16,d16		
33	Fell Winter	0	h06,p06		h16,d16	h20,p20,o	
34	Fell Winter	0	h09,p09			h22,p22	
35	Great Secrets Buried There	0	s01,r out0: h10		h12,d12		
36	Great Secrets Buried There	0	h10,p10				
37	Demons of the North Winds	0	h06,d06		h18,d18	h24	
38	An Unexpected Outpost	0	s01,p01		h13,p13	h22,p22	
39	An Unexpected Outpost	0	h09,p09		h19,p19	h23,p23	
40	An Unexpected Outpost	0			h20	h23,p23	

	SIDEBOARD	0					
1	The Iron Crown(M)	0	dp05			h19,d22	
2	Blasting Fire	0	dp05			h15,d15	
3	Wargs of the Tundra	0	dp05			h14,p16	
4	Wind-Horde	0				h15,d15	
5	Gostir Roused	0	pd13			h19,d20	
6	Abomination Nursed in Darkness	0	dp05			h17,d17	
7	Sulfur-Spawn	0	dp05			w19,h19,p22	
8	Eägoth	0	w22				
9	Eloeklo	0	pd17			h18,p19	
10	Conjure the Tempest	0	dp06			h13,d15	h19,p19
11	Conjure the Tempest	0	dp06			h15,p17	
12	Legendary Stair	0	dp06			h14,p15	h21
13	Legendary Stair	0	dp06			h18,d18	
14	World Gnawed by the Nameless	0	dp06			h14,d14	h22,p24
15	World Gnawed by the Nameless	0	weigl	h10		h15,p24	h24,p24
16	Orc Garrison	0	pd11	h11,p13			H20,p21
17	The Iron Pit	0	pd10	h11,p13			
18	Unhappy World	0	dp06				
19	Skis and Fur-coats	0	dp06			h17,p19	
20	Dwarven Cunning	0	dp06	weig	h10, h11,d12		h22,p22
21	Dwarven Cunning	0	dp06			h12,p13	h22,d22
22	Dwarven Cunning	0	dp06			h16,d16	h23,d23
23	Counterspell	0	dp06			h16,d16	h21,d21
24	Counterspell	0	dp06			h18,d18	
25	Roaming the Confines of Melko	0	dp06				
26	Swift Onset	0	dp06			h16,p16	
27	Scorba At Home	0					
28	Snow Blindness	0	ex2				h22,d22
29	White Vision	0	ex2				
30	Lure of Creation	1	ex2				h24
31	Cruel Claw Perceived	0	out13			h16,d17	h22
32	Fever of Unrest	1	out.0	h07,d09		h19,p20	
33	Fever of Unrest	1	out.0	h09,d11			
34	Come at Need	0	ex1			h13,d14	
35	Known to An Ounce	0	ex1			h18,p18	h24,p24
36	Panic	2	ex1			h16,d17	h19,d19
37	Panic	2	ex1			h17,d18	h24
38	Panic	2	ex1				
39	Many Shapes of Power and Fear	1	ex1			h16,p16	h24,p24
40	From the Pits of Angband	0	ex1			h13,p13	h23,p23

Ologong	0	start				
Ostisen	0	start				
Goblin-Miner	0	start	k02			
Ice-Troll	0	start	k01			
Orc Shaman	0	start	d10		h17,d17	k23
	0					
Goblin Earth-plumb	0	start	d02-rats			h19,d19
Strange Rations	0	start	d01-were		h11,d12	
Shadow of the Bay	0					
	0					
	0					
	0					
	0					
	0					
	0					
	0					
World Gnawed by the Nameless	0					
Orc Garrison	0	ex2				h21
Old Troll	0					

1 Fankil	0	h04,p05		x		x
2 Fankil	0	h05,u06		h16,d16		h23,u24
3 Fankil	0	h05,u06				
4 Fankil	0	h09,u10				
5 Muranog	0	h09,p11		x		x
6 Bertok	0	h06,d08		h13,d13		h22,d24
7 Orc Captain	0					aware03
8 Old Troll	0	h01,p k09				
9 Hill-troll	0	h07,p k09				
10 Hill-troll	0	h11,p14		x		x
11 Ice-Troll	0	h01,d03		h16		k22
12 Crook-legged Orc	0	h03,p04		x		x
13 Crook-legged Orc	0	h08,p09		x		x
14 Orc Shaman	0	h01,c weig	h10,	h15,p16		h22,d22

number of hazards played				
outpost	9		7	Doors of Night
Twilight	0		0	Snow Blindness
Scorba At Home	0		0	White Vision
Corlagon At Home	2		0	Lure of Creation
Gondring Ahunt	1		1	Cruel Claw Perceived
Itangast	2		4	Fever of Unrest
Leucaruth	2		3	Summons From Long Sleep
Canadras	0		5	Choking Shadows
Merkampa	0		1	Withered Lands
Wild Fell Beast	1		4	Fell Winter
Lassaraukar	2		2	Known to An Ounce
Were-wolf	3		0	Panic
Vampire	0		0	Great Secrets Buried There
Fell-Bear	1		1	Many Shapes of Power and Fe
Snow-troll	2		0	Demons of the North Winds
			2	From the Pits of Angband
			0	Come at Need

first 20 turns = 40 hazards played; last 4 turns played 17; 21 against main opponent; 1 agent

t20	t24	M	ag
40	17	21	1

bc=body checks rolled, stk=strikes rolled, cc=corruption checks rolled. v = killed in CvCC

		bc	stk	cc
Fankil	p05,	1	7	
Ologong	s00,	1	12	2
Muranog	p11,		5	1
Bertok				
Ostisen	s00,	1	3	2
Orc Captain				
Old Troll	p02,k09	1	8	
Hill-troll	p08,k09	1	1	
Hill-troll	p14,	3	9	1
Goblin-Miner	s00,k02	2	3	
Ice-Troll	s00,k01	1	1	
Ice-Troll	p17,d22		3	
One-legged Orc	p04,		7	
One-legged Orc	p09,		3	
Orc Shaman	s00,d09		3	2
Orc Shaman	p16,k23	1	4	1
Eloeklo	p19,		3	
Sulfur	p22,		4	

Fankil		T1	T2	T3	T4	T5	T6	T7	T8	T9	T10
11 Saruman	x										Winged Col
12 Denethor	x										Rats!
13 Theoden	x										
14 Vidugavia		Were-worm									
21 Denethor	x										
22 Vidugavia		Were-wolf	Something Has Slipped								Rats!
23 Theoden	x										
24 Saruman	x										
31 Theoden	x										
32 Saruman		Aware of Th	Uiendarlaif	Rabies	War-wargs						
33 Vidugavia											
34 Denethor											
41 Vidugavia		Doubled Vigilance								x	
42 Denethor		Forgot His Orders									
43 Saruman	x										
44 Theoden	x										
51 Gandalf		Naugrim	Chill them With Fear							x	
52 Elrond	x										
53 Cirdan		Tidings of Bold Spies									
54 Balin	x										
61 Elrond		Tidings of Doubt and Danger								x	
62 Balin	x										
63 Cirdan	x										
64 Gandalf	x										
71 Cirdan	x									x	
72 Gandalf	x										
73 Balin	x										
74 Elrond	x										
81 Balin	x									x	
82 Elrond	x										
83 Gandalf	x										
84 Cirdan	x										
91 Radagast		agent play	agent move								
92 Galadriel	Twilight	Outpost									
93 Thranduil		Outpost									
94 Thrain		Nameless T	Lure of Expedience								
101 Galadriel		Foolish Words									
102 Thrain		Ice-drake									
103 Thranduil	x										
104 Radagast		agent play	agent move	agent move							
111 Thranduil		Shelob's Brood								x	
112 Radagast	x										
113 Thrain	x										
114 Galadriel	x										
121 Thrain		Lure of the Senses									
122 Galadriel		Shut Yer M/outpost	Despair of the Heart								
123 Radagast		move agent									
124 Thranduil											

Total Regions	71	0	3	12	11	0	0	0	0
		fd	bl	w	w2	w3	j	t	t2
24	0	0	4	9	6	2	0	0	0
sl	dd	c	c2	ud	ud2	ud3	ud4	ud5	ud6

Fankil	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7					
Gandalf	outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Elrond	0	0	0	0	0	were-wolf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Cirdan	Gondring	0	0	0	0	Fell Winte	0	0	0	0	Choking §	0	0	0	0	0	0	0	0	0	0				
Balin	0	0	0	0	0	0	0	0	0	0	Corlagon	0	0	0	0	0	Doors of f	0	0	0	0				
Radagast	Doors of N An Unexpe	Fell Winte	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Galadriel	0	0	0	0	0	Summons	Great Sec	0	0	0	Summons	0	0	0	0	0	0	0	0	0	0				
Thranduil	0	0	0	0	0	0	0	0	0	0	Fever of U	Leucaruth	0	0	0	0	0	0	0	0	0				
Thrain	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Alatar	Doors of N Snow-troll	0	0	0	0	0	0	0	0	0	Outpost	0	0	0	0	0	Itangast	Fever of U	0	0	0				
Evermist	0	0	0	0	0	Known to	Choking §	0	0	0	0	0	0	0	0	0	agent dov	0	outpost	Doors of f	Fell Winte				
Thorin	Lassarauk	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Fell-Bear	0	0	0	0				
Dain	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Fever of U	Leucaruth	Corlagon	0	0				
Pallando	From the F	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Guild	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Imrahil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Valdacli	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Many Sha	0	0	0	0				
Saruman	Were-wolf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Denethor	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Theoden	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Vidugavia	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Fever of U	Itangast	0	0	0				
ALATAR	0	0	0	0	Snow-troll	0	0	0	0	0	0	0	0	0	0	0									
5th hazard player	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Choking §						0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0						0	0	0	0
Last 4 Turns																									
ALATAR	Doors of N Wild Fell B	Choking §	0	0	0	0	0	0	0	0	0	0	0	0	0	0									
	Cruel Claw	Doors of N Fell Winte	outpost	Choking §	0	0	0	0	0	0	0	0	0	0	0	0									
	outpost	Doors of N From the	0	Withered	Lassaraul	0	0	0	0	outpost	0	0	0	0	0										
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0									
Thorin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Evermist	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Dain	0	0	0	0	0	Were-wol	0	0	0	0	Summons	0	0	0	0	0	Known to	0	0	0	0				

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 13.

Blue font = initiated CvCC OR INFLUENCE ATTEMPT

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sideboard cards to discard pile; pd=playdeck from sideboard; p. = tap to play (faction, ally, item).

Stk = face strike, +W = body check, sup=tap to support character.

+

Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
1	bc=ice troll	4	Shapol Udun	sl-w2-w2		3	4	1	Ruins	Lar-huz						
		2	Shapol Udun						haven	Shapol Udun						
2	Old Troll	4	Lar-huz			2	4		Ruins	Lar-huz	men	Foul Paste				
		2	Shapol Udun						haven	Shapol Udun						
3		3	Shapol Udun	w2-bl-sl-sl		1	3		haven	Shapol Udun						
		2	Shapol Udun					2	haven	Shapol Udun		Poison of His Voice				
												Voices of Malice				
4	Crooked-Leg	4	Shapol Udun	sl-sl			2		SH	Lugdruong orcs		Broad-hei	Foul Paste			
		2	Shapol Udun						haven	Shapol Udun						
5		2	Shapol Udun						haven	Shapol Udun						
		4	Lugdruong	sl-c2			4		Ruins	Shoreless	animal			Snow Trolls		
6		2	Shapol Udun						haven	Shapol Udun						
		4	Shoreless Isles	c2-sl					haven	Shapol Udun						
7		6	Shapol Udun	ud			2	Crept Along Cleverly	Ruins	Grop-Külk	drake				Dark Forges	Roots of the Earth
8	Hill Troll	6	Grop-Külk	6 ud					haven	Shapol Udun		Iron Shield of Old				
9	Crooked-Leg	4	Shapol Udun	sl-sl-bl-w		1	2		Ruins	Elyamu	men	Black-ma	Records Unread			
	bc=Hill Troll	4	Shapol Udun	sl-c2	No More Nonse	1	7	1	bh	Urcheldor	rock	Ancient Black Axe				
	bc=Old Troll															
10		3	Elyamu	w-w2-w			1		f	Barak-sha	dwarves	Black-mail	Coat			
		3	Urcheldor	c2-sl		1	1	1	haven	Shapol Udun						
11		2	Barak-shathur	w-w2-w				Crept Along Cleverly	Ruins	Mirror Halls						
		3	Shapol Udun	sl-sl-w			3	1	Ruins	Zayandaur	spirits			Maker's Map		
	Muranog	2	Shapol Udun	sl-sl-w					Ruins	Mirror Halls						
12		3	Mirror Halls	ud					Ruins	Ruins of Kheledkhizdin						
		3	Zayandaur	w-sl-w					Ruins	Mirror Halls						

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
13		3	Ruins of Khelec	ud					Crept Along Cleverly	SH		Vaults of U	undead,ta Hammer	Records Unread		
		3	Mirror Halls	ud					Dwarven Cunning	Ruins		Ruins of Kheledkhizdin				Orc Garrison
																The Iron Pits
14	Hill Troll	6	Vaults of Utumno	ud2						Ruins		Grop-Külkodar				
		4	Ruins of Khelec	ud2						haven		Grop-Külkodar				
15		4	Grop-Külkodar	ud	Legendary Stair		2			haven		Grop-Külkodar spawn	Foul Past	Foul Paste		
		2	Grop-Külkodar	ud						haven		Shapol Udun				
		2	Grop-Külkodar	ud2						SH		Vaults of Utumno				
16	Shaman	5	Grop-Külkodar	ud2	Voices of Malice					SH		Vaults of Utumno				
		2	Shapol Udun	sl-w2			2		Crept Along Cleverly	Ruins		Numenore traps,undead			Wargs of the Tundra	Crooked Promptings
		2	Vaults of Utumno							SH		Vaults of Utumno				
17	Ice-Troll	5	Vaults of Utumno	ud2						Ruins		Ruins of Kheledkhizdin				
		3	Numenorean Tc	w2-sl			3			Ruins		Tol Ringurt spirits		Wind-horde		
		2	Vaults of Utumno					1		SH		Vaults of Utumno				
18		5	Ruins of Khelec	ud2						haven		Shapol Udun				
		3	Tol Ringurthur	sl-sl-bl						bh		Yjuvit				
		2	Vaults of Utumno							SH		Vaults of Utumno				
19		5	Shapol Udun	ud3			4			Ruins		Rusted-deeps				
		3	Yjuvit		Skis of Furcoats					Ruins		Mirror Hall traps				Eloeklo
		2	Vaults of Utumno							SH		Vaults of Utumno				
20			Rusted-deeps						The Way is Shut	Ruins		Rusted-deeps				
		3	Mirror Halls	w-sl-sl			4			haven		Shapol Udun				
		2	Vaults of Utumno							SH		Vaults of Utumno				
21			Rusted-deeps						The Way is Shut	Ruins		Rusted-deeps				
		3	Shapol Udun	sl-w2-w2	Calm-songs		2	1		Lair		Gold Hill				
		2	Vaults of Utumno							SH		Vaults of Utumno				Orc Garrison
22	discard=IceTroll	5	Rusted-deeps	ud	Legendary Stai	3	5	1	Voices of Malice	DH		Sulfur-deej trolls				Sulfur-sp
		3	Gold Hill				3		Crept Along Cleverly	Lair		Gold Hill				
		2	Vaults of Utumno							SH		Vaults of Utumno				Dwarven Cunning
23	killed=Shaman	5	Rusted-deeps	ud		1	14	1	Crept Along Cleverly	Ruins		Wind-deeps				
		2	Gold Hill	w-w2-w2-sl		1	2			haven		Shapol Udun				
		2	Vaults of Utumno							SH		Vaults of Utumno				
24		15	Wind-deeps	ud3			2			SH		Vaults of Utumno				
		2	Shapol Udun							haven		Shapol Udun				
		2	Vaults of Utumno							SH		Vaults of Utumno				
		185		36		14	76	10		*haven*	f	bh	*Ruins*	Lair	*SH*	*DH*
	hl		moves			bc	stk	cc	57	17	1	2	20	2	14	1

top		avatar	Ologong	Muranog	squat	avatar	Ologong	Muranog	squat	MP	DP	AVATAR						
	1	x-IceTroll	SU		SU	Lar-huz		SU		5	86							
	2	Old Troll, x-miner	Lar-huz		SU	Lar-huz		SU		4	78	Paste						
	3		Lar-huz		SU	SU		SU		5	74							
	4	crooked	SU			Lugdruong		SU		5	66	Broad-headed Spear						
	5	Fankil	Lugdruong		SU	Shoreless Isles		SU		6	59	dp	Snow Trolls					
	6		Shoreless Isles		SU	SU		SU		8	54	dp,dp,dp						
	7		SU			Grop-Kûlkodar				8	44		Iron Shield of Old		Roots of the Earth			
	8	Hill-troll	Grop-Kûlkodar			SU				11	37							
	9	crooked	SU			Urcheldor Elyamû				12	28	stk	Ancient Black Axe		Black-mail coat		records ur	
	10	d-Shaman	Urcheldor Elyamû			SU Barak Shathûr				15	17	pd, stk	Black-mail coat					
90	11	Muranog	SU Barak Shathûr			Zayandaur Mirror Halls				14	6	pd						
	12		Zayandaur Mirror Halls			Mirror Hal R. Kheled				19	88				Maker's Map			
	13		Mirror Hall: R. Kheled			R. Kheled Vaults of Utûmno				19	82		Hammer of the Underworld					
	14	Hill-troll	R. Kheled Vaults of Utûmno			Grop-Kûlk Grop-Kûlkodar				21	72							
	15		Grop-Kûlkodar			Ancient M SU		Vaults of U		25	66	stk						
	16	Orc Shaman	Grop-Kûlk SU		Vaults of U	Vaults of U Númenórean Tomb		Vaults of U		25	57		Wargs of the Tundra					
	17	Ice-Troll	Vaults of U Númenórean Tomb		Vaults of U	Grop-Kûlk Tol Ringurthur		Vaults of U		29	41		Wind-Horde					
	18		Grop-Kûlk Tol Ringurthur		Vaults of U	SU Yjuvit		Vaults of U		34	30							
	19		SU Yjuvit		Vaults of U	Rusted Mirror Halls		Vaults of U		34	20	stk	Eloeklo					
81	20		Rusted Mirror Halls		Vaults of U	Rusted SU		Vaults of U		40	8		Way is Shut					
	21		Rusted SU		Vaults of U	Rusted Gold Hill		Vaults of U		40	80						Orc Garrison	
	22		Rusted Gold Hill		Vaults of U	Sulfur Gold Hill		Vaults of U		40	67		Sulfur-spawn		Dwarven Cunning			
	23		Sulfur Gold Hill		Vaults of U	Wind SU		Vaults of U		42	52	stk3						
	24		Wind SU		Vaults of U	Vaults of U SU		Vaults of U		40	41							
										40	30							

top	Sites in DP								
t01	Lar-huz	Foul-Smelling Paste							
t04	Lugdruong	Foul-Smelling Paste		Broad-headed Spear					
	Shoreless Isles	Snow Trolls							
t07	Grop-Kûlkodar	Roots of the Earth		Iron Shield of Old					
t09	Urcheldor	Ancient Black Axe							
t09	Elyamû	Black-mail coat							
t10	Barak Shathûr	Black-mail coat		Dwarf-friend					
t11	Zayandaur	Maker's Map							
t13	Vaults of Utûmno	Hammer of the Underworld							
t15	Ancient Maze	Foul-Smelling Paste		Foul-Smelling Paste					
t16	Númenórean Tomb	Wargs of the Tundra							
t17	Tol Ringurthur	Wind-Horde							
t19	Mirror Halls	Eloeklo							
t22	The Sulfur-Deeps	Sulfur-Spawn							

OVERVIEW

This new avatar's debut was a success in terms of playing resources and earning MPs. He was the best new avatar and had 40 MP after Turn 19. But the fan vote uncovered flaws in the avatar. It is true more needs to be done to bring more flavor to Fankil. May be he can be researched for a place somewhere east of the Talathant. The avatar was in the Under-deeps in the second half of the game. He had many 3+ MP cards and in five of the six categories. He had one troll with 12 prowess and another with 10 prowess along with two 9 prowess allies. However, no CvCC were involved for Fankil. That is a reason he gained so many MPs. Alatar was focused on dragons; that will change next time. More hazards wanted to be played; Alatar faced 21 or a third of the hazards.

+

MAJOR NEWS

All the permanent-events for Vaults of Utumno were played. Eagoth was a Game Point card and in the play deck when the game ended. Another try on this deck would bring that ally into play. Hammer of the Under-world and Ancient Black Axe helped with defeating the few strikes rolled.

+

CARDS

Never or little played: Wild Fell Beast p1/9, Vampire, p0/4, Withered Lands p1/7, Threats p0/7. Iron Crown, Counterspell p0/3. Panic. Bertok. Threats given to Throkmau. Alatar killed two Snow-troll creatures. Elrond killed a Were-wolf.

+

STATS

76 strikes were rolled for this player with 36 strikes rolled for last 6 turns. 14 body checks resulted in 5 deaths and 1 discard. 10 corruption checks were made. The few strikes is a reason for great success.

+

This player face 18 creatures from 71 hazards, but 6 were agent actions.

There were 36 moving companies and 57 total companies. Average hazard limit was 3.3; that is high. About 54 regions were moved through and 17 under-deep sites moved to.

+

DECK PLAY

First deck exhausted on Turn 11. Second deck exhaust on First deck shuffled 14 cards and drew 8.3 cards/turn. Second deck shuffled 6 cards and drew 8.7 cards/turn. Third deck shuffled 5 cards and drew 14 cards/draw. 14 sites were tapped or otherwise used.

+

CHARACTERS play

Fankil, played on Turn 5. used spirit-magic often. Faced 7 strikes. Played Sulfur-spawn on Turn 22, but no Sulfur-spawn roll though was made. I wanted to use the ally for a while. I do not know will get the ally (Throkmau, Durlach).

Ologong, started, rolled 12 strikes, and 1 bc. Wounded on Turn 1 rolling a 5 on strike. Ended the game with stat line: 8/10/12/11, 4 cp.

Muranog, played on Turn 11. rolled 5 strikes. Stat line 9/9/10/9, 3 CP.

Bertok, never played.

Ostisen, started. Rolled 3 strikes and 1 bc. Useful as Dwarf-friend for trap attacks at Vaults of Utumno.

Orc Captain, never played.

Old Troll, Played Turn 2, killed Turn 9. Rolled 8 strikes, killed on lone bc from Nameless Thing.

Hill-troll, played Turn 8, killed next turn from one strike at Elamyu.

Hill-troll, played Turn 14. Rolled 9 strikes and 3 bc.

Goblin-Miner, started, killed on Turn 2. Something Has Slipped and Wounded cost him against Lar-huz AA.

Ice-Troll, started and killed next turn from only strike faced from Winged Cold-drake

Ice-Troll, played Turn 17, discarded on bc on Turn 22.

Crooked-legged Orc, played Turn 4. Rolled 7 strikes.

Crooked-legged Orc, played Turn 9, Rolled 3 strikes.

Orc Shaman, started and discarded on Turn 9 after facing True Fire-drake. rolled 3 strikes.

Orc Shaman, played Turn 16, killed Turn 23. Rolled 4 strikes.

Eloeklo, played Turn 19. Rolled 3 strikes.

Sulfur, played Turn 22. Rolled 4 strikes.