

## Durlach/**Wyrms**

40avatar

<b>C</b>	8	Under-Forges
<b>I</b>	10	Northern Waste
<b>F</b>	3	vs. Elves of Evermist
<b>A</b>	2	Spawn & Factions
<b>M</b>	7	Prison Spell
<b>K</b>	2	Black AA and Winter

### RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 25 cards in sideboard

40 cards in H. deck, 15 cards in sideboard

14 characters in deck

9 starting cards

143 total cards

18 creatures

## RESOURCES(40/25)

- 1 **Hammer of Morgoth**
- 2 **Bloodspike**
- 3 **Runeknife of Risinin**
- 2 Iron Shield of Old
- 1 **Dwarven Ring of Durin's Tribe**
- 1 Magic Ring of Enigma
- 1 Gold Ring that Sauron Fancies
- 1 Broad-headed Spear
- 1 Broad-headed Spear
- 1 Black-mail Coat
- 1 Black-mail Coat
- \* Miner's pick
- 1 A Few Recruits
- 1 Ice-drakes of the Ered Umarsh
- 2 **Orcs of the Bleak Mountains**
- 1 **Canadras Roused**
- 1 **Nasty Slimy Thing**
- 2 **Evil Thing Lingerin**
- 2 Maker's Map
- 2 Maker's Map
- -- People Diminished
- -- Tempest of Fire
- 2 Eddy in Fate's Tide

12/8

Game Points:  
Great Troll

- 3 Great Fissure
- 3 Crept Along Cleverly R
- 1 Piercing All Shadows R
- 3 Voices of Malice Sa
- 1 Secrets of Their Forgings Sa
- 2 Join With That Power D
- 3 Foe Dismayed
- 1 No More Nonsense L
- 1 I'll Be At Your Heels L
- 3 Under-Roads long
- 2 1 Weigh All Things to A Nicety
- 1 2 Circle of Swords
- 2 Obey Him or Die pe
- 1 Prone to Violence pe
- 1 Out He Sprang pe
- 1 **The Well** pe
- 1 Prison's Spell is Fading pe
- 1 Flame of Udun
- 1 Strangling Coils *fana*
- 3 Roam the Waste SC
- 3 Heart of Dark Fire SC
- 1 Master of Dread and Fear *fana*
- 3 Ghash! MDF

\*Whispers of Rings

\*Gangways over the Fire

28/17

xCanadras+Eloeklo

xA Few Recruits=Windhorde

xP. Shadows, LStair=2Conjure the Tempest

**HAZARDS**(40/15)

21/0

1	<b>Daelomin Ahunt</b>		
1	<b>Ando-anca Ahunt</b>		
1	<b>Corlagon a Hunt</b>	x3-10/7	<del>velocity of haste</del>
1	<b>Gondring at Home</b>		company moving in NW (CS) = HL +2
1	<b>Lomaw at Home</b>		flattery, offering, riddling in Wild&NW = -2
1	<b>Lindor's Bane</b>	S.	
1	<b>Gondring</b>		
1	<b>Ningarach</b>		
1	Stirring Bones	undead	
1	Hibernating Troll	troll	
1	Lossandamundar	animal	
3	White wolves	wolf	
1	Wargs	wolf	
2	Snow-elves	elf	
2	Lossadan Hunters	men	
2	Cardolanian Whalers	men	1* all 10 x

19/15

2	Twilight	S.env	
2	Lure of Expedience	P.corruption	
1	Cursed Spell-Bead	P.corruption-rune item	
1	Spirit Crime	P.corruption-NW site (undead, spirit)	
3	Arda Marred	P.env	
1	<b>Morgoth's Ring</b>	<b>P.</b>	
1	The Dark Days	P	
2	Deathwind	S.env-NW	
1	Fell Winter	L.env	
1	Snowstorm	L.env	
1	Long Winter	L.env	
2	Bonds of Winter	L.env	
1	<b>Jäänainen</b>	L/P	
2	Great Secrets Buried There		
2	Arouse Minions	S.AA-prowess +3	
2	Awaken Minions	L.AA-each AA has 2x strikes	
2	Incite Minions	S.AA-site AA is duplicated	
3	Trouble on All Borders		

3	An Unexpected Outpost	
1	From the Pits of Angband	L

## SITES

Eithel Morgoth- hogheavan

Under-Forges- hogheavan

DB	Helloth	Info, m, M, G	elf, elf	
TU	Vasaran Ahjo	Info, m, ring	Umlí	
Ev	Puolihmisten Satama	Info, m*, M*	Umlí	
Mi	Evermist	All	wards, elf	
EB	Jääklät	Info, m	men	
Li	Ligr Wodaize Berne	m, M	men.xw9	
RL	Pieni Satama	m#	men.xw6	
Go	Archond	Info, m	wolf	Maker's Map
Go	El Missa	Info, m	wolf	Maker's Map
Th	Orod Cesthas	Info	spirits.2w7	Runeknife
Th	Canadras	m, M, ring	CANADRAS	Roused
RL	Kylmätaalo	Info, m, M, P	troll	Broad-headed Spear
RL	Linnarthurras	Info	maia.2w10	<i>Secrets of Their Forgings</i>
Mi	Malgolodh's Cave-h*	m, M, ring	undead.1w12	Gold Ring Sauron Fancies
Li	Amon Anlug-h	m, M	drake	Bloodspike
Ev	Bernastath	m, M	men.4w6	Black-Mail Coat
Fo	Thaurung	m, M	animal	A Few Recruits
Fo	Gondrings Lair	m, M, ring	GONDRING	Gold Ring Sauron Fancies
Na	Thilgon's Tomb	m, M, G(hero)	traps.2s10	hoard
Ancient Maze		All	spawn.2w11, drake	Iron-Shield of Old
Grop-Kûlkodar		Info, m, M	drake.2w11, Sh/Dh	
Ruins of Kheledkhizdîn-h		m, M, G, ring	trap2w9, drake2w12, CS	
Rusted-deeps		m, M	drake.2w11, Sh	
Wind-deeps		m, M	orc.3w7, Sh	Roots of the Earth
Under-vaults		m, M	undead.3w8, Sh	Black-Mail Coat
Drowning-deeps		m, M	drake.2w11, CS	Nasty Slimy Thing
Remains		Info, m, M, G	drake.2w12, CS	
TU	Urdic Camp	m*	men	
Na	Pendrath na-Udûn	m, M	drake	Ice-Drakes
Na	Mornost	Info, m, M	orc.4w8, orc.3w9	O. of Bleak Mountains
Under-leas		m	orc.5d7, R	
Pits of Angband		m, M, G	drake.3w11, worm	Evil Thing Lingerin
Cobalt-Deeps		m, M	orc.5d8, R	Broad-headed Spear
Iron-Deeps		m, M	troll.3w9, R	Hammer of Morgoth

## **MINIONS-10**

4 Durlach	x/4/7/10	W/Sa	Balrog	Under-forges, Eithel Morgoth
3 Lugronk	8/1/6/9+	W/Sc/D	L Troll	Eithel Morgoth +2DI.o/t-O/T, /+2DI.bs
3 Agog	8/2/4/7*+	W/R/D	L IceO	Mornost +2DI.Iorc (+2P/B-NW)
2 Troll-chief	6/0/6/9	W	L olog	nonDH UD +3DI.o/t-O/T; d9
Crooked	2/0/3/7*	W/R	orc	nonDH UD d7
Crooked	2/0/3/7+	W/R	orc	nonDH UD d7
Crooked	2/0/3/7+	W/R	orc	nonDH UD d7
1 Ice-troll	3/0/5/9+	W/R	troll	nonLair NW d9; +1P.dwf, -1/-2 xNW
1 O-shaman	4/0/3/7	W/Sa	sp uruk	any orcH
1 Old Troll	4/0/5/9*+	W	troll	nonDH UD 1DI.O/T, 1CP; d8
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.move
Miner	2/0/2/7	W	orc	UD or SS Orc-hold; d7, +1P.dwf +1.move
Brawler	1/0/3/8	W	orc	nonDH UD 1CP; d7,8
Brawler	1/0/3/8*	W	orc	nonDH UD 1CP; d7,8
Maggot	1/0/3/7*	W	orc	nonDH UD d8

starting company: at Under-forges

< Whisper's of Rings> <Gangways over the Fire>

3 Agog	8/2/4/7	W/R/D	
1 Old Troll	4/0/5/9	W	
1 Hill Troll	3/0/5/7	W	
Crooked	2/0/3/7	W/R	miner's pick
Maggot	1/0/3/7	W	
Brawler	1/0/3/8	W	

Demon Fana		18	4	7	10	W/Sa	
Master of Dread and Fear	Durlach	28	4	5	8	W/Sa/D	followers, CC
Strangling Coils	Durlach	23	7	7	9	W/Sa/D	followers, untap
Flame of Udûn	Durlach	23	2	10	10	W/R/Sa	
Great Shadow	Durlach	29	4	5	9	W/Sc/Sa	followers, shuffle, tap

# <Gangways Over the Fire>

## Master of Dread and Fear (Turns 5-15)

20/28 (18+5+5) GI unused

### #1

Durlach-MDF	23/4/5/8	W/Sa/D	x	followers, CC
<i>O-shaman</i>	4/0/3/7	W/Sa	0	

### #2 Dark Flame

[+6UD.rolls]

Lugronk-L	8/7/6/9	W/Sc/D	0	Obey
<i>Crooked</i>	2/0/4/9	W/R	2	pick, coat, Map, Map
<i>Lout</i>	3/0/4/9	W	1	
<i>Miner</i>	2/0/2/7	W	0	

### #3 Herald of the Demon

[items, factions]

Agog-L	8/7/7/9	W/R/D	0	Obey, Nonsense, yx1	[+1P.elves]
<i>Ice-Troll</i>	3/0/7/9	W/R	1	spear	
<i>Old Troll</i>	4/1/5/9	W	1		
<i>Brawler</i>	1/0/3/8	W	1		

yx1 = 1 trophy

## Strangling Coils (16-24)

16/23 (18+5) GI unused

### #1

Durlach-SC	x/7/7/9	W/Sa/D	x	hammer, mr.Enigma
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### #2 Dark Flame

[+8UD.rolls]

Lugronk-L	8/8/9/10	W/Sc/D	2	DR.durin, Heels, Obey, yx2, Evil, Nasty
<i>Crooked</i>	2/0/4/9	W/R	1	pick, coat, Map
<i>Crooked</i>	2/0/5/9	W/R	1	spear, coat, Map
<i>Old Troll</i>	4/1/5/9	W	3	iron-shield

### #3 Herald of the Demon

[factions]

Agog-L	8/7/8/9	W/R/D	2	runeknife, Obey, Nonsense, yx1	[+1P.elves]
<i>Hill Troll</i>	3/0/7/7	W	3	bloodspike	[+2P.Dun,Men]
<i>Ice-Troll</i>	3/0/5/9	W/R	3	Shadows	

## **OVERVIEW**

Durlach has long been trapped in his prison. He will gain followers and factions for a raid into Everdalf for his Power Deck. This avatar will move into various fana events throughout the 24 turns. A Dwarven Ring of Power is the key to escape his lava prison.

## **DEMON FANA**

Durlach will play three fanu: Master Dread and Fear and Strangling Coils. He will use resources requiring each fana.

Master of Dread and Fear will be played to allow more minions under GI and for corruption support late in the second deck. Strangling Coils will be used for CvCC and make large companies with influence. Flame of Udun is there to play Prison's Spell is Fading.

First, when Durlach is played he will tap to bring 5 resources to the discard pile. One will be Master of Dread and Fear. Durlach will tap to fetch that event to hand and play it next turn. Master of Fear and Dread provide its abilities after playing the item and mission. Move the balrog to Eithel Morgoth at the end of the first deck to gain control of the Ring of Power. Keeping the avatar at Eithel Morgoth allows him to have followers to replenished Agog's depleted company with untapped minions.

Strangling Coils is the second fanu to be played. It will be used to finish the Avatar Deck with him moving in the Under-deeps combating and playing resources. Roaming the Waste will help the surface company. Heart of Dark Power will give Durlach 12 DI for a turn. This can allow him to influence away a minion or item from Fankil or Felagrog. Else use that DI to control a mid-mind minion such as Hill Troll or Old Troll. This fana will have Durlach with one less body at 9. But he can have followers and untap everyone else in the company once per movement/hazard phase. He does gain the Diplomat skill.

Flame of Udun is included just to play Prison's Spell is Fading. You may use this fana to CvCC if having 10 prowess is acceptable for one strike.

## **CHARACTERS AND COMPANIES**

All of his characters are of the overt type. Trolls and orcs are the races. There are only three unique minions; no agents are in the deck. There are three normal leaders. There are eight minions with a mind of two or one and three minions with a mind of 3. Ranger and Sage are the important attributes for this player. There is a Diplomat resource in the deck.

Agog is the supreme Ice-orc of the Northern Waste. His home of Mornost will help cancel its automatic-attack. He is a leader of 8-mind, which is the highest mind Orc in the game. His normal 2 DI is enhanced with +2 DI against Ice-orcs. He has +2 DI against the Ice-Orcs and Orcs of the Bleak Mountains factions. A hatred of Elves is seen by +1 prowess against them. His normal 4 prowess and 7 body is poor outside the Northern Waste, but becomes 6/9 in his element. He does have +1 prowess if a manifestation of the Witch-king is in play. His special ability is duplicating No More Nonsense. His Ranger skill is valuable and his Diplomat skill can help with corruption or with influence checks.

Lugronk is the old troll calling Eithel Morgoth home. This 8-mind balrog-specific troll is a Scout and Diplomat. He is naturally a leader with 1 normal DI, +2 DI against Orcs and Trolls, plus +2 DI against balrog-specific characters. His 6/9 starts are acceptable. He will lead a core



company.

Troll-Chief is the third troll leader. He has a mid 6-mind with a stout 6 prowess and 9 body. His +3 DI against Orcs & Trolls can be valuable to have a Hill Troll follower.

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. This minion will be played so to help Challenge the Power. Keep him with Durlach while Master of Dread and Fear is in play to tap and play Voices of Malice.

Hill Troll and Ice-Troll are the two non-unique wild trolls. Two copies of Hill Troll and one for 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-Trolls home site of any Ruins in the Northern Waste is convenient.

Old Troll has been found among peaks of the Bleak 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.

Three Crooked-Leg Orcs have 3 prowess. Crooked-Leg has 2-mind, 7 body, and discards on a 7 body check. This orc is valuable to bear Maker's Map for Lugronk's company.

The remaining five Orcs are only Warriors. Two Orc-Brawlers are fodder to take drake strikes with no names. He is a 1-mind, 3 prowess, and 8 body Orc. One starts the game. Mountain Maggot has 1-mind, 3 prowess, but 7 body. He starts too. Goblin-miner is present in two copies. His 2-mind and 2 prowess are expensive, but he has +1 prowess against Dwarves and +1 to his company's Under-deeps rolls. He is also in reserves to help a company move.

## **COMPANIES**

He will start six minions. Agog will control Brawler. He will bring Hill Troll for a three-man company. Old Troll will control Maggot and go with Crooked-Leg Orc for another company. Obey Him or Die will not be discarded since the minion leaders of the highest mind have the same mind. Split these companies to do more until the others are played. Crooked-Leg Orc is the important minion since he is a Ranger with a low-mind of two. Keep him alive so one can play two Maker's Map and another copy to play the third Maker's Map. When two copies of Maker's Map are played, move the trailblazing Orc to Lugronk's company. Get a Black-mail Coat on Crooked-Leg Orc fast for 9 body. Miner's Pick is the only starting item. Whisper's of Rings will be need to get the special rings into play after a test.

Two companies will form for most of the game gathering resources. Lugronk will lead his company with two Crooked-leg Orcs and Old Troll. They will play resources on the surface until two Maker's Maps are in play. A +6 roll to move in the under-deeps will be their strength. Lugronk will have Obey Him or Die, I'll Be At Your Heels, a Dwarven Ring, and two trophies for 8 DI. He will play both allies. He is not expected to surface until the Power Decks once he

goes under if at all. Crooked has Miner's Pick and Black-Mail Coat for 9 body and 4 prowess. He also has one Maker's Map event since he is a Ranger. Another Crooked-leg Orc has Broad-headed Spear and Black-Mail Coat for 9 body and 5 prowess. He has the other Maker's Map. Old Troll is there for the muscle using his 5 prowess, but has Iron-Shield of Old. Corruption is mild for this company with Lugronk having 2 CP and both Crooked-Leg Orcs with 1 CPs, and Old Troll with 3 CPs.

When two Maker's Maps are in play on the one or two Crooked Leg Orcs, Lugronk's company is ready to find resources in the Under-Deeps. Ally Evil Thing Linger and item Iron-Shield of Old will be soon played by Lugronk. Such an ally will require this company to stay in the Under-Deeps indefinitely. Then the company joins Strangling Coils to play Hammer of Morgoth and Roots of the Earth. Durlach has 7 DI to use to control characters to ensure success of his site phases. When Durlach joins the company a Goblin-Miner can join the company. The balrog brings +2 to movement and the orc another +1. Now, the company can practically move anywhere north of Mordor with Under-Roads in play.

This company now has +8 to Under-Deep movement rolls. They will move east to combat Fankil and to play more resources such as Nasty Slimy Thing. Wind-Deeps will be a Darkhaven allowing this company to heal and play characters. The company should have 16 MPs in it by this time.

Agog, an ice-orc, will lead the other company to influence factions on the surface and play items to later combat elves. Agog has Obey Him or Die. This company will always have Ice-Troll. Old Troll will first control Brawler with Master of Dread and Fear in play. Then when Strangling Coils Agog will control Hill Troll and Ice-Troll only. These three will eventually have two or three corruption points each.

Ice-Troll now has Piercing All Shadows helping the group move on the surface. Agog has 7 DI to use for influence attempts and control both trolls. Risinith will be played by Agog for 8 prowess with three trophies. Move this company on the surface playing the remaining factions and Bloodspike. The company should have about 10 MPs at the end of the second deck.

## **BALROG RESOURCES**

A few resources just for our fallen maia. Master of Dread and Fear only has Ghash. That resource will be used to help Agog's company.

Strangling Coils has two resources, which both are in the deck. Roam the Waste allows a surface company to move with one fewer Wilderness and one fewer Shadow-land in its company. This will allow the company to avoid Narthalf and either Minheldolath or Rast Losnaeth allowing moving to or from Eithel Morgoth to avoid double Wilderness with nine sites. Heart of Dark Fire will have +5 DI to Durlach for a turn. This will likely be used to make an influence attempt against Fankil or Felagrog. Playing a 4 or 6 mind minion is possible for that turn.

## **ITEMS**

All the items are battle-gear items or rings. Bloodspike is a hoard major item. It can only be borne by a troll granting +2 prowess, but +4 against Men and Dúnadan to a maximum of 10.

Give this to a surface minion.

Another unique item is the Runeknife of Risinin. It gives a modest +1 prowess for 2 CP. However, a magic card can be discarded to tap any character or ally at the site with a body, but the bearer makes a CC as if using the event. There are no magic events in the deck. Also, the item can tap to remove a Tear of Yavanna from play in CvCC with a defeated Tear bearer.

A shield, Iron-shield of Old, is a common under-deeps item. It grants +2 to move rolls and makes any strike ineffectual. Its three corruption points are a burden.

Miner's Pick is a minor item with a nice +1 prowess for weak minions with less than 5 prowess, but also gives +1 to move rolls.

Two Broad-headed Spears will grant +2 prowess to almost any bearer. Two Black-Mail Coats will provide +2 Body to those balrog-specific minions for a 9 Body.

Hammer of Morgoth grants the typical +1 prowess when tapping to face a strike. Also, strikes have -1 body against the bearer. The weapon can be tapped to allow the balrog to face two strikes with no prowess penalty.

## **FACTIONS**

War with factions is needed to quell the uprising elves. There are five factions. Three are orc, one is drake, and another is dragon. Agog will influence these factions with 7 DI. Foe Dismayed will try to be used for influence attempts with its +3 bonus.

Two A Few Recruits are simple to influence. An attempt of 9 is needed. Leaders have +2. Orcs of the Bleak Mountains are 2 MP but need a hard 11 to play (Ice-Orcs +2, O. Angmar -2). This faction taps to allow a non-unique Orc hazard creature to be keyed to Narthalf or its adjacent regions.

Canadras Roused is a prized at 4 MP. An attempt of 13 is required. A discarded major item grants +3. This should be done for the attempt. In play, those in Lindalf, Narthalf, Rast Lasnaeth or Thorenaer face a tough attack of 2 strikes of 15/7.

Ice-Drakes of the Ered Úmarth is also 4 MP needing a 13 to play. A discarded magic card from hand grants +3. Discarding a major or greater item gives +2. In play, those in Gondalf, Narthalf, or Minheldolath will face an attack of 3 strikes of 15/5 if a roll is lower than 7.

## **ALLIES**

There are two allies – both only found in the under-deeps. Both will be discarded with movement other than under-deeps. Lugronk will play both allies.

Nasty Slimy Thing is a nice ally with 4 prowess and 9 body. It can tap to cancel any drake attack. Its Body of 9 helps it survive strong strikes.

Evil Thing Linger is a great Sage ally with stats of 4/9/9. Controllers with a mind less than 8 have a threat of elimination. It is tough to play with limited sites, but a prize.

## **MISSIONS**

Several resources provide valuable MPs and effects. Two Maker's Map need Information sites. This resource needs a Ranger. It provides +2 for under-deep movement rolls. Play these early in the first deck.

Roots of the Earth will provide 1 MP and a Darkhaven site closer to the other Under-Deep

Grey Players. Select a Ruins between both players such as Wind-Deeps. The site will be used in the third deck for a respite from combat.

~~—Descent Through Fire provides +1 DI for all your leaders and +1 prowess for all of your minions. However, it is dangerous to play at Remains of Thangorodrim. Three attacks are given to the Balrog company which are: Trolls 5w8, Trolls 4w10, Trolls 3w12. It would be nice to have Great Fissure in hand, then have the three minions to face the last attack. Use Weigh Things All to a Nicety to grab these two resources to be used again.~~

~~—Eddy in Fate's Tide is a surface mission event. It only needs a non surface site and Durlach to tap. Select a site that is a Ruins with no Information. Such a site will likely be used to play a Tear of Yavanna. Resources to select with Game Points might be two other copies of this event.~~

## **NORTHERN WASTE & UNDER-DEEPS**

The tundra, icy seas, and bleak mountains are the most dangerous, inhospitable places in Middle-Earth. That is where you will send minions on the surface.

Crept Along Carefully cancels other types of attacks, which are more common for you to face such as Wolf, Animal, Spider, Dragon, Drake, or Undead. Half of the sites to visit to play a resource have one of these types.

Great Fissure cancels an attack against a company moving to, from, or at an under-deeps site. This resource will affect three automatic-attacks that are either troll, orc, or spawn.

Foe Dismayed provides +1 prowess to an attack, but likely this event will be used for influence attempts.

Join with That Power is a Diplomat resource to help with influence or corruption checks. Each 8-mind minion is a Diplomat. Strangling Coils is also a Diplomat. Try to add a minion to maximize this resource. Try to get at least a +3 modifier using it.

Iron Shield of Old can tap to make one strike effectual against a Warrior.

Piercing All Shadows played on a Ranger is 3 CP. But it is worth that in snow. This event allows the Ranger to tap cancelling for the rest of the turn all hazard effects forcing his company to return to its site or origin or taping the current or new site.

Under-Roads, a long-event, decreases movement by three. This will allow great movement three times in the second deck and some in the third deck. Two Maker's Map provide +2 each for move rolls. A miner's pick has a +1 bonus, while Iron Shield of Old has +2 bonus.

Circle of Swords is the only magic card in the deck. It will be discarded to rotate Prison's Spell is Fading. Durlach can use sorcery, but take no benefit from the weapons in his company.

~~—Legendary Stair allows a return to the untapped site of origin of a moving company at the end of the turn. Use this to move far to play a resource or to combat, then to safely return to a Darkhaven.~~

## **SAGES & RINGS**

Voices of Malice is the only main Sage event. Durlach, Shaman, and Evil Thing Lingering are the only Sages in the deck. Usually, Shaman will be a follower to the avatar tapping to play this resource.

Secrets of Their Forgings is the event to guarantee playing the Dwarven Ring of Durin's Tribe. Then the ring must be transferred to Durlach at Under-Forges to keep Evil Thing

Lingering in play. Magic Ring of Enigma will give a third Sage in the company.

~~—Durlach Unleashed allows the play of Challenge the Power so to be free of the prison.~~

~~Challenge the Power adds the number of sages in the company. This will be +3 to the roll. A roll of 2-3 kills the avatar. A roll of 4-7 discards the resource. But a result of 11+ will destroy the Ring of Power along with the prison. He will lose 4 MPs from the ring, but gain 2 MP from the event.~~

## **SITES**

Sites include surface sites and under-deep sites. Eithel Morgoth and Under-Forges are the normal darkhavens. A strategy is needed to tap each site only once. Limitations include Information, ring, and ally specific sites. Double Wilderness is a common threat to the surface company. Use of Coastal Seas is an option. But Shadow-lands will be visited for almost every movement, but Roam the Waste will solve this in the second half of the game.

No free-holds or border-holds are expected to be visited for resources.

Most of the sites to play are Ruins. Gondalf has two Information sites for playing Maker's Map. Thorenaer has two sites. Canadras is a Lair for playing a Dragon faction. Orod Cesthas has spirits of ice and cold as the AA where Runeknife is found. Rast Losnaeth has a troll AA called Kylematalo for a major battle-gear item and Linnarthurras has a tough Maia 2 strike AA to play Secrets of Their Forgings.

Minheldolath has a non-Info site for Eddy in Fate's Tide, but instead play a gold ring at Malgolodh's Cave. Amon Anlug is home to a drake guarding hoard major items such as Bloodspike. Bernastath and Thauraug have major items too, but moving that far south is dangerous. Play a battle-gear item at one site and A Few Recruits at the other. Gondring's Lair will play a gold ring item.

Narhalf has three sites. Pendrath na-Udûn is home to the Ice-Drakes of the Ered Umarth. Mornost has another faction – Orcs of the Bleak Mountains. Thilgon's Tomb is not targeted to play a resource, but it has major items playable. But the risk is the hazard player playing Elvish Wards.

Under-Deeps movement will be bounded by Drowning-Deeps, Under-Leas, and Rusted-Deeps. Pits of Angband is where Evil Thing Lingering is found. Near that is Drowning-Deeps for Nasty Slimy Thing. Eastward is Iron-Deeps with Hammer of Morgoth. Under-vaults and Cobalt-deeps will play a battle-gear item. Wind-Deeps has Roots of the Earth. Ancient Maze has Iron-Shield of Old. Under-Leas, Grop-Kûlkodar, Rusted-deeps and Ruins of Kheledkhizdîn will be left untapped.

## **NORTHERN WASTE DIVISION**

Minions in this harsh division are two Dragon-Lords and Fankil. These players are a distance to Narhalf. Do not expect to encounter them except for visiting Shapôl Udûn and under-deep sites under the Illuin Mountains. Be careful of hazards that will hinder your surface movement.

Alatar is near the Illuin Mountains. He will not be a threat. Dain II too will be to the East. However, Thorin II may enter the Northern Waste to play items and factions. Thilgon's Tomb in Narhalf can have Wormsbane. Likely he won't bother you. Ignore him unless your wrym factions are threatened. His success against the witless wrym Smaug is success for you. Elves of Evermist are your main hazard opponent. These elves are next door to Narhalf. Attack the company with a Tear or a vulnerable company with Rangers adjacent to Narhalf. You expect a few CvCC with these elves in the second deck. Your surface company will be targeted by the elves if your company is weak.

## **HERO and MINIONS**

Balin is a Dwarf-Lord that may venture into the Northern Waste for resources. Ignore him

too. Witch-king may play the Sled-horde faction. Other than that he will not be a threat to you. Felagrog will be close to you in the Under-deeps. He surely will attack you if you are weak and on the Grey Road. Only CvCC him early if he is vulnerable, else wait for the third deck. You may have only him to target with your Lugronk company to keep 3 MP of allies in play. Be careful. Expect Felagrog to move several sites in the same MOVE phase to CvCC you.

### **MARSHALLING POINTS**

- C=8 You have many minions. Two are 3MP minions. Both should be in play. You have five 1MP minions; two should be in play. Troll-chief is reserved; he is worth 2MP.
- I=10 There are many items worth MP; most are 1 MP for a total of 14. With so much fighting expect to discard many items. Do not expect to major items and the magic ring to be in play for this player.
- F=3 Orcs and Recruits are these points. Expect the Drakes and Dragon to be killed.
- A=2 One of the two allies should be in play.
- M=7 Maker's Map might be hard to keep in play. Get both in play. Roots of the Earth and Challenge the Power are the other 3 points.
- K=2 You want to cancel creatures, which means you may not gain much Kill MP.

### **FIRST DECK**

Split the starting characters into two companies if you draw cancellers. Play items and Maker's Map. It is crucial to have two Maker's Maps played on one or two Crooked-Leg Orcs before Turn 8. Play and strong the gold ring at Eithel Morgoth so to play the magic ring.

Agog continues to move on the surface. Lugronk will stay on the surface until two Maker's Map are in his company. The fetching of resources from the sideboard is important.

Turn 4: Assume Durlach is played. Tap to shuffle 5 resources.

Turn 5: Tap to fetch MDF.

Turn 6: Tap to shuffle Evil Thing Lingering. Shuffle Ghash x3.

Turn 7: Tap to shuffle Secrets of Their Forgings. Use the avatar card to untap. Tap to shuffle Weigh All Things to a Nicety. Use that resource to shuffle the gold ring.

Turn 8: Durlach Unleashed is shuffled. Use the avatar card to untap. Tap to shuffle Challenge the Power. Lugronk moves to the Under-Forges.

Turn 9: Tap to shuffle Challenge the Power. Move to Linnarthuarras to play the Dwarven Ring using Secrets of Their Forgings.

Lugronk has +7 to move. Lugronk moves to Pits of Angband to play Evil Thing Lingering [UF-PA(7)].

Turn 10: Tap to shuffle Challenge the Power. Durlach moves to Eithel Morgoth. Move a surface character to Under-Forges to transfer a battle-gear item to Lugronk the next turn.

### **SECOND DECK**

Note that Legendary Stair can be used to save a turn returning to a starting Darkhaven sites.

Turn 11: Durlach taps to fetch then play MDF. Transfer the Ring of Power to Durlach. Play all three copies of Challenge the Power with three Sages present: Durlach, Shaman, Magic Ring of

Engima. Roam the Waste x3 is shuffled into the playdeck.

Lugronk returns to Under-Forges for healing.

Turn 12: Durlach stays at Eithel Morgoth until he has Strangling Coils in hand on Turn 16.

He taps to use MDF.

Agog moves to Orod Cesthas to play the runeknife.

Lugronk moves to Drowning-Deeps to play Nasty Slimy Thing [UF-ID(5)-UV(7+1)-DD(8+2)]

Turn 13: Durlach taps to play Voices of Malice.

Lugronk and Agog move to a Darkhaven for healing.

Turn 14: Durlach taps to shuffle Roots of the Earth. Heart of Dark Fire x3 is shuffled.

Agog moves to Amon Anlug to play Bloodspike.

Lugronk moves to Cobalt-Deeps to play the Spear [UF-ID(5)-UL(5+1)-WD(5+2)-CD(5+3)]

Turn 15: Durlach taps to play Voices of Malice. He moves to Under-Forges.

Lugronk and Agog move to a Darkhaven for healing

Turn 16: Durlach plays Strangling Coils. He and Lugronk moves to Iron-Deeps to play Hammer of Morgoth.

Agog moves to Bernastath to play a major item.

Turn 17: Durlach returns to Forges.

Lugronk move to Wind-Deeps to play an item at a Ruins.

Agog moves to Eithel Morgoth for healing.

Turn 18: Durlach and Lugronk moves to Under-Vaults to play Roots of the Earth.

Agog moves to Mornost to play Orcs of the Bleak Mountains.

Turn 19: Durlach taps to shuffle Canadras Roused.

Durlach and Lugronk moves to Under-Forges for healing.

Agog moves to Eithel Morgoth for healing.

Turn 20: Durlach stays at Forges.

Lugronk moves to Ancient Maze to play an item at a Ruins.

Agog moves to Canadras to influence that Dragon.

### **THIRD DECK**

Agog moves to CvCC using the runeknife to remove a Tear of Yavanna from play. Agog also attempts to play A Few Recruits. Durlach as Strangling Coils and Lugronk move in this deck for combat. Try to engage in two combats in four turns. Use Wind-Deeps for healing.

Expect only one dragon to win a slot for a Power Deck. Wind-Deeps allows a closer location to attack Fankil at Rusted-Deeps.

Game Points should bring Ice-drakes of the Ered Umarsh then Great Troll.



Durlach	Agog	Lugronk	
1 x	Kylematalo (coat)	x	crooked
2 x	Eithel Morgoth	x	hill t
3 x	Malgolodh Cave(ring)	x	tracker
4 Forges	Eithel Morgoth	x	balrog
5 Forges-MDF	Archond(Map)	x	ice troll
6 Forges-MDF	Pendrath na-Udûn(drakes)	El Missa(Map)	lugronk
7 Forges-MDF	Eithel Morgoth	Eithel Morgoth	brawler
8 Forges-MDF	Gondring(ring)	Forges	veteran
9 Forges-MDF	Linnarthurras(Secrets)	Pits(Evil)	chief
10 Eithel Morgoth	Eithel Morgoth	Forges	maggot
Exhaust			
11 Eithel Morgoth-MDF	Eithel Morgoth	Forges	
12 Eithel Morgoth-MDF	Orod Cesthas(Runeknife)	Drowning(Nasty)	
13 Eithel Morgoth-MDF	Eithel Morgoth	Forges	
14 Forges	Amon Anlug(Bloodspike)	Cobalt(spear)	
15 Iron Deeps-SC(Hammer)	Eithel Morgoth	Forges	
16 Forges	Bernastath(spear)	balrog	
17 Eithel Morgoth	Eithel Morgoth	balrog	
18 MDF	Mornost(Orcs BM)	Wind(coat)	
19 Eithel Morgoth	Eithel Morgoth	balrog	
20 Forges	Canadras(Roused)	Maze(Shield)	
Exhaust			
21 CvCC(demons)-SC	Eithel Morgoth	CvCC(demons)	
22 Wind-SC	Thauraug(recruits)	balrog	
23 CvCC(demons)-SC	Eithel Morgoth	CvCC(demons)	
24 Forges-SC	CvCC	Forges	

[tap avatar to shuffle one card into playdeck]

- |    |   |
|----|---|
| 4  | Runeknife, Heels, Iron Shield, Nasty Slimy Thing, MDF |
| 5  | [tap to fetch MDF]                                    |
| 6  | [Evil Thing Lingerin]---Ghash x3                      |
| 7  | [Secrets of Their Forging], [Weigh All Things]        |
| 8  | [Circle of Swords], [Circle of Swords]                |
| 9  | [Out He Sprung]                                       |
| 10 | [Strangling Coils]                                    |
| 11 | [Hammer of Morgoth]                                   |
| 14 | ---Roam the Wastex3                                   |
| 15 | [Eddy] ---Heart of Dark Fire x3---                    |
| 19 | [Canadras]  |

## **HAZARDS**

Durlach has form alliances with dragons and foul creatures of the cold. Hazards will hinder those in the Northern Waste and visiting black-holds. Some hazards are long-events, which will trouble Durlach. Thus, movement and hazard play need to synergize. Note though hazards played on a player stay within that Division.

## *CREATURES-21*

Two Home Dragons will help with your hazards. Gondring at Home increases the hazard limit of Northern Waste companies using a Coastal Sea by two. This may allow Durlach to play hazards as the second hazard player.

Lomaw at Home penalizes flattery, offering, and riddling rolls by Wilderland and Northern Waste companies by two. These hazards will hurt the Evermist elves and sages cancelling attacks by riddling. Also, this will scare Círdan from raiding into the north attacking your company.

Three Hunt Dragons will terrorized the Withered Hearth. Daelomin has a weak prowess and body, but has four attacker strikes. He is found east of Mirkwood, which will hinder Smaug's companies. Ando-anco has four strong strikes with 14 prowess. He can be found in Talath Uichel and Forovirkain hindering Thorkmaw.

Corlagon aHunt will bother minion players near Gundabad, Angmar, Dragon Gap, Forochel, MM Northern Spur. He has three strikes with poor stats of 10/7 prowess/body. He does choose defending characters. His DON hunting range includes Anduin Vales, Everdalf, and Talath Uichel. This dragon may limit Durlach's movement, but it will bother those that can attack his minions. Elrond, Balin, Radagast, Witch-King, Azog, and Thorkmaw will be affected.

Lindor's Bane is a fallen-maia of spirit of ice and cold. It has two strikes, but a terrible 16 prowess and 10 body. It is only playable on a moving company keyed to any region or site in the Northern Waste with Bonds of Winter or Fell Winter in play. Fire effects reduce prowess and body by -3 each. Else player can take one environment hazard from your sideboard to hand. Only play this as a creature if you can tap all characters or kill. Else use as a short-event.

Gondring has a good range with Doors of Night in play. She can target Círdan in Elven Shores and the Elves of Evermist in the Bays of Forochel. Her prowess of 14 and 8 body will ensure her survival.

Ningarach is a marsh-drake. He is keyed to Amon Anlug. Thus, do not play Eddy on Fate's Tide on this site. He should be kept in hand since Gates of Morning and Doors of Night allows him to be keyed to Everdalf, Lindalf, Thorenaer and East Bay of Forochel, including sites.

Stirring Bones is the only undead. It will be used with Cursed-Spell Bead. Discard this creature when drawn.

The only troll is Hibernating Troll. A massive, ugly thing at 2 MP. Its single strike is tough at 15 prowess and 7 body. Good that it is limited to on-guard at a Ruins or Lairs in the Northern Waste. A small company has a chance to cancel the attack. Each Warrior in the company lower's the prowess and body of the creature by one. A defeated troll allows the first item played at the site to not tap the site otherwise the site is tapped.

Lossandamundar are a wonder of the northern world. Four strikes of 9/4 will give a good chance many are tapped without killing this creature. His attack is detainment against those with any elf, dúnadan or non-overt Ranger with a home site in the Northern Waste. However, opponent may choose for this attack to be non-detainment. This creature is keyed to any non-Coastal Sea region in the Northern Waste.

White Wolves are similar to Lossandamunder in terms of playable regions, prowess, and body, and strikes. This creature can be keyed to regions south of the Northern Waste depending on the number of Bonds of Winter, Fell Winter, Long Winter, and Snowstorm in play. Five copies of these hazards are in the decks of Northern Waste minion players. Bonds of Winter can

only be played during the Power Decks.

Wargs are a tough 2 strike creature targeting Wilderness and Shadow-lands.

Snow-elves are one of three Free People creatures in the deck. It will be detainment against hero companies, but its four strikes of 8 prowess will tap heroes. If all strikes are successful, then the company returns to its site of origin. Its range is limited, but can bother Dain II and Alatar.

Lassadan Hunters are men also with four strikes and detainment against non-overt characters. Its range is opposite to the Snow-elves. It should tap one or two heroes from Evermist.

Cardolanian Whalers have a range along the coasts include Elven Shores, Eriadorian Coast and Forochel. Each character faces a strike. Strikes to those after two successful strikes will be normal at their normal prowess of 10.

~~Scatha a Hunt will bother the two Dragon Lords. Scatha has many strikes at four with nice stats of 13/8 prowess/body. His DON hunting range includes Anduin Vales, Western Mirkwood, Heart of Mirkwood, and Gundabad.~~

## Creatures

- FH:
- BH:
- RL:
- SH:
- DH:
- UD:

- 
- FD:
  - BL:
  - W
  - WW
  - SL
  - DD
  - CS
-

e.g. Scatha creature regular hunting range  
e.g. ScathaH a hunt natural regions  
e.g. ScathaH a hunt DoN regions

-	Azjan			
-	Barl Syrnac			
-	Lhûgdalf			
-	Ukal Sej			
2	Rast Losnaeth		IceGiant	Lossadan
1	East/West Bay Forochel			Lossadan
3	Lindalf		IceGiant	Lossadan Snowelves
3	Everdalf	<u>CorlagonH</u>		Lossadan Snowelves
2	Forochel	CorlagonH		Lossadan
2	Minheldolath		IceGiant	Lossadan
1	Gondalf		IceGiant	
1	Dor Bendor			Snowelves
1	Narthalf		IceGiant	
2	Thorenaer		IceGiant	Snowelves
1	Talath Oiohelka			Snowelves
3	Talath Uiechel	<u>CorlagonH</u>	<u>Ando-ancaH</u>	Snowelves
1	Angmar	CorlagonH		
1	MM N. Spur	CorlagonH		
1	Gundabad	CorlagonH		
2	Dragon Gap	CorlagonH	Ando-ancaH	
2	Anduin Vales	<u>CorlagonH</u>	<u>Ando-ancaH</u>	
1	Forovirkain		Ando-ancaH	
1	Grey Mountains		Ando-ancaH	
2	Grey M Narrows	DaelominH	Ando-ancaH	
2	Withered Hearth	DaelominH	Ando-ancaH	
2	Northern Rhovanion	DaelominH	<u>Ando-ancaH</u>	
1	Iron Hills	DaelominH		
1	Southern Rhovanion	<u>DaelominH</u>		
1	Dorwinion	<u>DaelominH</u>		
1	Horse Plains	<u>DaelominH</u>		
1	Brown Lands	<u>DaelominH</u>		
1	Dagorlad	<u>DaelominH</u>		

## **HAZARD EVENTS-34**

The events are environment and Northern Waste focused. These hazards may be Roadblock for you. Stay at a darkhaven for healing if movement is impossible. There are 12 environment hazards in this deck.

### Base cards-2

You have 2 copies of Twilight. Use the play of Doors of Night to your advantage.

### Corruption-4

Lure of Expedience will induce a CC after the play of an item.

Cursed Spell-Bead is played on a rune item. Bearer receives +1 CP. Every use of the item tokens it once and the bearer makes a CC by -1 for each token. A failed CC ignores all effects except that a non-unique undead hazard creature may be played from discard pile or hand. Get this hazard on the Elves of Evermist.

Spirit-Crime is a corruption hazard playing on a character in the Northern Waste after playing an item at a site with either an Undead or Spirit AA. His rolls are modified by -1 and his company's HL is modified by one. All characters in this company have their CC for transferring items, offering, influence, and riddle attempts are modified by -2. It's easy to removed. (1) Victim has Friends of Winter in play, (2) discards a rune item he controls, (3) moves to a Ruins in the Northern Waste, sage taps to make a roll and the result is greater than 6. Place this hazard in the playdeck for playing against the Elves of Evermist.

### Main Theme-5

Your main hazard theme is to strengthen the Mordo in the Northern Waste. Arda Marred can be multiplied for greater effect. A play of this hazard discards one Spring of Arda. A play of an environment hazard or magic resource in your Division one copy of Arda Marred is token. Discard two tokens from the same copy to have the hazard limit not reduced when playing a hazard creature. Discard a copy with four or more tokens to cancel an opponent of fetching a resource from his discard pile or grabbing from the sideboard.

Morgoth's Ring is hazard counting 3 against the hazard limit. A player can use two against the hazard limit to place a hazard long-event with this card. Then the hazard is not discarding normally. Additionally, any player may discard two hazards from his hand to cancel an effect that would discard Morgoth's Ring or any card under it. This is great for discarding specific, hard-to-play hazards like creatures. Morgoth's Ring is discarded when any playdeck in the Division exhausts. Place Fell Winter with Morgoth's Ring and Awaken Minions if you can avoid black-holds for several turns.

The Dark Days is a permanent-event causing enmity between elves and dwarves. Alliance of the Free Peoples cannot be played. Also, elves cannot play Dwarf-Friend and dwarves cannot play Elf-Friend. Elf-Lords must use minion versions of dwarf-holds. Dwarf-Lords must use minion versions of Elf-holds. Combat between the races is allowed. This can be discarded by a player anytime by tapping a dwarf and elf he controls and if a roll is greater than 8.

### Secondary Theme-10

The secondary theme is a roadblock strategy for the surface. Long Winter can tap sites and make it hard to move. Snowstorm is brutal sending a company back to its site of origin. It needs DON.

Bonds of Winter is another environment long-event. This a mean card. Each company must discard a food item, if any, at the end of the movement phase. Food items are a premium. Also, if

Fell Winter is in play, each company is allowed to face one creature keyable to single Wilderness have that creature keyed to Border-hold, Ruins, Lairs, or Shadow-holds. This deck has no such creatures, but can allow the next hazard player to play a creature. Thus, a staring hazard limit of four with the first hazard player playing no hazards allows the third hazard player one slot to play a Wilderness creature on an unsuspecting company.

Great Secrets Buried There may divert a hero to your neighborhood or help you play items. Deathwind can kill or tap characters.

Jäänainen is either a long or permanent-event. As a long-event a company moving in the Northern Waste containing a male non-elf faces one attack of 14 prowess and 10 body - attacker chooses. A wounded victim then has this become a permanent-event forcing a CC of such wounded characters during the untap phase until victim is healed. This hazard can bother a player for a turn or two while the victim is not healed.

#### Tertiary theme-6

This theme adds AA to sites specifically to black-holds. Arouse Minions is a short-event adding +3 prowess to all AA. This will cause trouble for the stronger heroes and for minions entering the site for CvCC. Incite Minions doubles each AA at a site; it too is a short-event. Awaken Minions is a long-event that will affect you too. This hazard doubles the strikes of each AA.

Doubled Vigilance is playable on a shadow-hold, but also a Ruins/Lairs or Border-hold is Doors of Night is in play. Try to play it on a site permanent kept in play by a resource. Smaller companies have a better chance to avoid the Orc attack, which is a bitter 4 strikes with 9 prowess.

#### Support Cards-3

Trouble on All Borders will hinder large areas of the map. Durlach has limited surface movement. Try to play this on an Eriadorian faction to affect Forochel and Everdalf. Locations in the Illuin Mountains or Iron Hills will cause much trouble on those borders.

#### Utility-4

Outpost is a staple. Try to recycle Cursed Spell-Bead, Snowstorm, and Long Winter. From the Pits of Angband will recycle your dragons.

## THE WELL

Unique. Durlach Specific. The following applies when Durlach is at a site in Narthalf or at any of its adjacent sites. For every magic, spell or ritual event played by your opponents' characters at a site in Narthalf, at the Under-forges or moving to the Under-Forges, you can take a magic card from your discard pile to your hand. If Durlach is at any site in Narthalf, then you can take a magic card to your hand if your opponent plays the event in or moving to a site in Narthalf or its adjacent regions. If Master of Dread and Fear is played by Durlach, then you can take a magic card if your opponent plays such an event at a site or moving to a site in the Northern Waste.

### +DURLACH (MC)

### WARRIOR/SAGE

### BALROG

[Avatar GI: 20; DI: 5; P/B 7/10 Home Site: Eithel Morgoth or The Under-forges]

Unique. Balrog. Flying. Can use Sorcery. +2 to his company's Under-deeps movement rolls. Durlach's prowess is only modified by -1 when not tapping to face a strike.

May not have followers and may not move to any site other than his home sites. If not at his home site, he must attempt to move to one of his home sites this turn; if this results in illegal movement, return Durlach to his home site and wound him.

### LUGRONK

### WARRIOR/SCOUT/DIPLOMAT

### TROLL

[MP: 3; Mind: 8; DI: 1(5); P/B: 6/9; Home Site: Eithel Morgoth]

Unique. Balrog specific. Leader. Manifestation of Lugronk the Small. Discard on a body check result of 9. +2 direct influence against Trolls, Orcs, Troll factions, and Orc factions.

+2 direct influence against Balrog specific characters.

### Durlach Unleashed

Durlach Specific. Playable on Durlach. If the following all apply then Durlach's requirement to move to his home site every other turn is nullified: (1) stores Black Ring of Arda at Under-forges, (2) stores Origins Revealed on a hero unique item normally worth 4 MP at the Under-forges, (3) Plays Knowledge of Their Making at a normal minion Darkhaven outside of the Northern Waste as if Isengard immediately after facing all automatic-attacks on the site when no attack was cancelled. No item stored by Durlach as mentioned on this card can ever be unstored. Remove The Well from the game.

Balrog Specific. Playable on a balrog avatar. If the following all apply then the balrog's normal under-deeps movement restriction, if any, on his card is ignored and invert this card: (1) balrog controls a Ring of Power other than the One Ring, (2) plays Challenge the Power and a result greater than 10. You gain the 2 MP from Challenge the Power. Remove The Well, Prison's Spell is Fading, and Ring of Power from the game if this card is inverted. A result of 9 or 10 discards Challenge the Power.



# TURN01 @ Eithel Morgoth

U	Agog	8	2	4	7	orc	W		R		D	0	
U	<i>Mountain-maggot</i>	1	0	3	7	orc	W					0	Miner's Pick
U	<i>Crook-legged Orc</i>	2	0	3	7	orc	W		R			0	
U	<i>Old Troll</i>	4	1	5	9	Troll	W					1	
U	<i>Hill-troll</i>	3	0	5	7	troll	W					0	
U	<i>Orc brawler</i>	1	0	3	8	orc	W					1	

Hand-08, mp05, pd86

Maker's Map	Lossadan Hunters
Ice-drakes of the Ered Ú	The Under-roads
Voices of Malice	Hibernating Troll
Black-mail Coat	Troll-Chief

haz: Wake of War, Arda Angered

Untap

ORG

All move to Kylmätaalo.

MOVE

Agog; SL-W-rl.

HL6, Vidugavia plays Wild Trolls keyed to Ruins. Trolls.2s10p

Brawler taps, 3p+8roll=11

Agog, taps, 6p+6roll=12. Trophy for Agog.

HL4, Saruman plays Wargs keyed to Wilderness. Wolves.3s10p (WoW)

Maggot, taps, 3p+1.pick+4roll=8, bc.9 = killed

Old Troll, 5p+3roll=8, bc.7, wounded

Hill Troll, 5p+9roll=14

Plays Long Dark Reach, plays Uiendarlaif with -4 prowess. Wolves.6s2p. (WoW)

Extra strikes to Brawler.

Agog, tapped, 6p-1t=5, auto

Crooked, no tap, 3p+1.pick-3x=1,auto

Old Troll, wound, 5p-2w=3,auto

Hill Troll, no tap, 5p-3x=2, auto

Brawler, tapped, 3p-1t-4x+7roll=5.

Trophy for Agog.

HL1, Evermist keys Ice Giant to a Ruins in Ras Losnaeth, Giant. 1s14p6b

Hill Troll taps, 5p+6roll=11, bc.11, killed squashed.

SITE

END

## Turn 2 @ Kylvätalo

T	Agog	8	3	7	9	orc	W		R		D	0		Wild Trolls	Uiendarlaif
U	<i>Crook-legged Orc</i>	2	0	3	7	orc	W		R			0	Miner's Pick		
W	<i>Old Troll</i>	4	1	5	9	Troll	W					1			
T	<i>Orc brawler</i>	1	0	3	8	orc	W					1			

Maker's Map	0	
0	The Well	
0	0	
Black-mail Coat	Troll-Chief	
0	Bloodspike	
Hand: 8	MP: 4	SP: 0 PD: 80

Haz: Wake of War, Arda Angered; Lure of Power.

Untap

ORG

Play Prone to Violence and The Well. Troll-chief is played at Eithel Morgoth. He moves to Amon Anlug. Others stay.

LONG Wake of War(Saruman) discarded.

MOVE

Trollchief; SL-W-W-rl, region.

HL2, Saruman plays Dire Wolves keyed to Double Wilderness, Wolves.4sw8 (WoW)=5s9p.

Crept Along Cleverly cancels.

Plays Long Dark Reach=Wolves keyed to Wilderness, 3s8p (WoW=4s9p)

Troll-chief, taps, 6p-3e+5roll=8, bc=8, wounded.

Agog; rl.

HL4, Saruman plays Power Built by Waiting.

HL2, Theoden plays An Unexpected Outpost.

SITE

Kylvätalo, AA1-trolls.2s9p.

Agog, taps, 6p+1y=auto

Brawler, taps, 3p+7roll=10

Crooked taps to play Black-mail Coat.

END

### Turn 3 @ Kylmatalo-T

T	Agog	8	3	7	9	orc	W		R		D	0		Wild Trolls	Uiendarlaif
T	<i>Crook-legged Orc</i>	2	0	4	9	orc	W		R			2	Miner's Pick	Black-mail Coat	
W	<i>Old Troll</i>	4	1	5	9	Troll	W					1			
T	<i>Orc brawler</i>	1	0	3	8	orc	W					1			

### @ Amon Anlug-U

W	<i>Troll-Chief</i>	6	0	6	9	olog	W					0
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Spirit Crime		0	
Crook-legged Orc	Maker's Map		
Durlach	A Few Recruits		
Voices of Malice	White wolves		
0	Bloodspike		
Hand: 8	MP: 7	SP: 0	PD: 67

Haz: wake of war, war-wargs, Leucaruth at Home

Untap

ORG

Durlach is played at Eithel Morgoth. Durlach taps to play Voices of Malice to discard Wake of War. Durlach stays. Troll-chief moves to Eithel Morgoth. Others move to Eithel Morgoth.

MOVE

Durlach; h.

HL2, no hazards.

Agog; W-SL-h, region.

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

HL4, Evermist taps faction Lossidil to allow Snow-elves to be keyed to any region in NW against an overt company. Selects Narthalf. Elves.4s10p6b

Agog, taps, 7p+5roll=12, bc.5

Crooked, 3p+1wp+4roll=8, bc.6=wounded

Brawler, taps to face two strikes

1-taps, 3p-3x+6roll=6, bc. 6=wounded

2-tapped, 3p-3x-1t-2w+6roll=3, bc.4=wounded.

Troll Chief; W-W-SL-h, region.

HL2, Evermist keys Snow elves to Narthalf. Elves.4s10p6b

Chief wounded, 6p-2w-3s+10roll=11, bc.creature.5=no kill.

SITE END

dvts

## Turn 4 @ Eithel Morgoth-U

T	Agog	8	3	7	9	orc	W		R		D	0		Wild Trolls	Uiendarlaif
W	<i>Crook-legged Orc</i>	2	0	4	9	orc	W		R			2	Miner's Pick	Black-mail	Coat
W	<i>Old Troll</i>	4	1	5	9	Troll	W					1			
W	<i>Orc brawler</i>	1	0	3	8	orc	W					1			
T	Durlach	x	4	7	10	balrog	W			Sa		x			
W	<i>Troll-Chief</i>	6	0	6	9	olog	W					0			

Bloodspike		Gondring		
Crook-legged Orc		Maker's Map		
Crept Along Cleverly		Orcs of the Bleak Mountains		
Canadras Roused		Foe Dismayed		
0		0		
Hand: 8	MP: 7	SP: 0	PD: 59	

Haz: Legacy of Carcaroth, Warwargs, Beacons of Gondor, Spawn of Ungoliant

Untap

ORG

Crook-legged Orc is played at Eithel Morgoth. Avatar taps to place 5 resources in discard pile.

Crooked transfers Coat and Pick to the other copy, cc's auto with balrog in company.

Agog+Crooked+Crooked+Chief move to Canadras.

Others stay.

MOVE-tsvd

Durlach; h.

HL3, Theoden-x, Saruman-x, Vidugavia-x, Denethor-x, Evermist-x

Agog; SL-WW-lair, region.

HL4, Theoden plays Lure of Expedience on Crooked.

HL2, Saruman-x, Vidugavia-x,

HL2, Denethor plays Errand-riders of Gondor keyed to W. dunadan\*.2s9p5b

Crooked, taps to face both strikes.

1-taps,  $3p+1wp-3x+7roll=8$ . Bc.7=wounded.

2-tapped,  $3p+1wp-3x-2w+9roll=8$ , bc.9=killed.

SITE

Canadras entered. Drake.1s13p

Crept Along Cleverly cancels attack.

Agog taps to make an INF against Canadras Roused playing Foe Dismayed and discarding a major item (Coat).

$+3.di+3.res+3.coat+5roll=14>12$ , pass.

END

Avatar untaps Durlach; he taps to fetch Master of Dread and Fear.

## Turn 5 @ Canadras-T

U	Agog	8	3	7	9	orc	W		R		D	0		Wild Trolls	Uiendarlaif
T	<i>Crook-legged Orc</i>	2	0	3	7	orc	W		R			1	Miner's Pick		
T	<i>Troll-Chief</i>	6	3	6	9	olog	W					0			

## @ Eithel Morgoth-U

T	<i>Durlach</i>	x	4	7	10	balrog	W			Sa		x
T	<i>Old Troll</i>	4	1	5	9	Troll	W					1
T	<i>Orc brawler</i>	1	0	3	8	orc	W					1

Bloodspike		Gold Ring that Sauron Fancies
0		Maker's Map
Master of Dread and Fear		Orcs of the Bleak Mountains
Black-mail Coat		Maker's Map
0		Foe Dismayed
Hand: 8	MP: 10	SP: 0 PD: 50

Haz: Leucaruth at Home

Untap

ORG

Master of Dread and Fear played on Durlach. Orcs of the Bleak Mountains is discarded from hand to use Master of D&F card scrying ability. Agog+ moves to Ei Missa. Old Troll and Brawler move to Ei Missa. Avatar taps to shuffle Out He Sprung.

MOVE-bgec

Durlach; h.

HL2, Balin-x, Gandalf-x, Elrond-x, Cirdan-x, Evermist-x

Agog; WW-SL-WW-rl, region.

HL3, Balin keys Marsh-drake to SL, drake.2s11p.

Agog, taps, 7p+7roll=14.

Troll-Chief, taps, 6p+8roll=12, trophy to Chief.

+

HL1, Gandalf keys Wandering Eldar to WW, elves.each.9p Foe Dismayed is played.

Agog, tapped, 7p-1t+8roll=14.

Crooked, taps, 3p+1.wp+1.res+4roll=9, tie.

Troll-Chief, tapped, 6p-1t+8roll=13.

Old Troll; SL-WW-rl, region.

HL2, Cirdan plays Tidings of Bold Spies. Wolves.2s7p

Old Troll, taps, 5p+4roll=9

Brawler, taps, 3p+9roll=12

SITE

END

## Turn 6 @ Ei Missa-U

T	Agog	8	3	7	9	orc	W		R		D	0		Wild Trolls	Uiendarlaif
T	<i>Crook-legged Orc</i>	2	0	4	7	orc	W		R			1	Miner's Pick		
T	<i>Troll-Chief</i>	6	4	6	9	olog	W					0		marsh-drake	
T	<i>Old Troll</i>	4	1	5	9	Troll	W					1			
T	<i>Orc brawler</i>	1	0	3	8	orc	W					1			

## @ Eithel Morgoth-U

U	<i>Durlach</i>	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fear
---	----------------	---	---	---	---	--------	---	--	--	----	---	---	--------------------------

Bloodspike		Gold Ring that Sauron Fancies
0		Maker's Map
Broad-headed Spear		Ningarach
Black-mail Coat		Maker's Map
0		0
Hand: 8	MP: 10	SP: 0 PD: 46

Untap

ORG

Avatar taps to shuffle Weigh All things. Discard Snow-elves to use Master Dread and Fear to view 3 random cards. Durlach stays. Others stay at Ei Missa.

MOVE-gceb

Durlach; h.

HL2, Gandalf-x, Cirdan-x, Elrond-x, Balin-x, Evermist plays Summons From Long Sleep.

Agog; rl.

Weigh All Things to a Nicety shuffles Evil Thing Lingerin.

HL5, no hazards

SITE

Ei Missa entered. AA1-wolves.2s7p

Agog, taps, 6p+1ty=auto

Troll-Chief, taps, 6p=auto

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

END

## Turn 7 @ Ei Missa-T

T	Agog	8	3	7	9	orc	W		R		D	0		Wild Trolls	Uiendarlaif
T	<i>Crook-legged Orc</i>	2	0	4	7	orc	W		R			1	Miner's Pick	Maker's Map	
T	<i>Troll-Chief</i>	6	4	6	9	olog	W					0		marsh-drake	
U	<i>Old Troll</i>	4	1	5	9	Troll	W					1			
U	<i>Orc brawler</i>	1	0	3	8	orc	W					1			

## @ Eithel Morgoth-U

U	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fear	The Well
---	---------	---	---	---	---	--------	---	--	--	----	---	---	--------------------------	----------

Bloodspike		Gold Ring that Sauron Fancies
Awaken Minions		Maker's Map
0		Ningarach
Black-mail Coat		Cardolanian Whalers
0		Obey Him or Die
Hand: 8	MP: 8	SP: 0 PD: 39

Haz: Naugrim, Tidings of Doubt and Danger, Arda Marred.t+1  
Monstrosity of Diverse Shape

Untap

ORG

Agog, Crooked, Brawler move to Bernastath. Chief and Old Troll move to Maglgolodh's Cave. Durlach stays. Avatar taps to shuffle Circle of Swords. Discards Awaken Minions to use MDF and view 3 random cards.

MOVE-ebcg

Durlach; h.

HL2, Elrond-x, Balin heals agent Sprautabern at Kalu Dul.

Agog; WW-SL-C-W-rl, region.

HL3, Elrond keys Wandering Eldar to WW, elves.each.9p

Elven Custody is played on the strike to Crooked.

Agog, no tap,  $6p+1y+1card-3x+5roll=10$ .

Crooked, taps,  $3p+1wp+4roll=8$ , captured and taken prisoner to Evermist.

Brawler, taps,  $3p+6roll=9$ , tie.

Plays Outpost.

Chief; WW-W-rl, region.

HL2, Elrond-x, Balin plays Durin's Folk keyed to W. dwarves.5s8p. (naugrim.5s9p4b)

Extra strikes to Old Troll.

Troll-Chief, taps,  $6p+9roll=15$ , bc.6=defeat strike

Old Troll, taps,  $5p-3t+6roll=8$ , wounded. Bc.11=killed.

SITE

Bernastath entered. AA1-men.4s6p. Extra strikes to Agog.

Agog, no tap,  $6p+1y-3x-2s+10\text{roll}=12$ .

Brawler, tapped,  $3p-1t+7\text{roll}=9$ .

Agog taps to play Black-mail Coat.

END



## Turn 8 @ Bernastath-T

T	Agog	8	3	7	9	orc	W		R		D	1	Black-mail Coat	Wild Trolls	Uiendarlaif
T	Orc brawler	1	0	3	8	orc	W					1			

## @ Maglgolodh's Cave-U

T	Troll-Chief	6	4	6	9	olog	W					0		marsh-dra
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## @ Eithel Morgoth-U

T	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fea	The Well
---	---------	---	---	---	---	--------	---	--	--	----	---	---	-------------------------	----------

Haz: Naugrim, Tidings of Doubt and Danger, Arda Marred.t+1

Monstrosity of Diverse Shape, Lomaw+Leucaruth at Home

## Untap

Elven Custody is rolled for Crooked Leg. Shaman and Durlach are in adjacent region, both tap.  
+2sup+7roll=9 <10+1,f ail.

## ORG

Orc Shaman is played Eithel Morgoth. Weigh All Things shuffles Maker's Map. Agog and Brawler move to Amon Anlug. Troll-Chief moves to Eithel Morgoth. Others stay.

## MOVE-cgbe

Durlach; h.

HL2, Cirdan plays Outpost.

Agog; W-W-rl, region.

HL2, Cirdan-x, Gandalf-x, balin plays Arouse and Incite Denizens on the site.

Chief; W-SL-h, region.

Weigh All Things shuffles Lugronk.

HL2, no hazards

## SITE

Amon Anlug entered. AA1-drake.2s10p, (AD+ID=2s13p, 2s13p)

Brawler taps to face both strikes of AA1

1-Brawler, taps, 3p-3x+9roll=9, bc.6=wounded.

2-Brawler, tapped, 3p-3x-2w+7roll=5, bc.7=discarded.

Agog, no tap, 6p+1y-3x-1s+10roll=13, tie.

Agog taps to play Bloodspike tapping the site.

END

## Turn 9 @ Amon Anlug-T

T	Agog	8	3	9	9	orc	W		R		D	1	Black-mail Coat	Wild Trolls	Uiendarfai	Bloodspik
---	------	---	---	---	---	-----	---	--	---	--	---	---	-----------------	-------------	------------	-----------

## @ Eithel Morgoth-U

Durlach	x	1	5	8	balrog	W			Sa	D	x	Master of Dread and Fea	The Well
Orc Shaman	4	0	3	7	uruk	W			Sa		0		
Troll-Chief	6	4	6	9	olog	W					0		marsh-drai

0		Gold Ring that Sauron Fancies	
Death wind		Maker's Map	
Flame of Udûn		Obey Him or Die	
Evil Things Linger		Circle of Swords	
0		0	
Hand: 8	MP: 10	SP: 0	PD: 24

Haz: Curse Him Root and Branch, Ungoliant's Progeny, Full of Froth and Rage, Wake of War

Haz: Arda Marred x2, Monstrosity of Diverse Shape, Corlagon, Lomaw+Leucaruth at Home

## UNTAP

Elven Custody, Troll-Chief taps, +1sup+7roll=8, fail.

## ORG

Goblin-miner played from discard pile at Eithel Morgoth. Avatar taps to shuffle Iron Shield of Old. Agog moves to Eithel Morgoth. Shaman and Miner move to Under-forges. Others stay.

## MOVE-TnrgTd

Durlach; dh.

HL2, Thranduil plays Twilight on Arda Marred.

Agog; W-C-SL-dh, region.

HL2, no hazards.

Shaman; dh.

Shaman taps to play Voices of Malice to discard Full of Froth and Rage.

HL2, no hazards

## SITE

END

## Turn 10 @ Eithel Morgoth-U

U	Agog	8	3	9	9	orc	W		R		D	1	Black-mail Coat	Wild Trolls	Uiendarlail	Bloodspike
T	Durlach	x	1	5	8	balrog	W			Sa	D	x	Master of Dread and Fear	The Well		
U	Troll-Chief	6	4	6	9	olog	W					0		marsh-drake		

## @ Under-forges-U

U	Orc Shaman	4	0	3	7	uruk	W			Sa		0
U	Goblin-Miner	2	0	2	7	orc	W					0

0		Maker's Map	
The Prison's Spell is Fading		Maker's Map	
Flame of Udûn		Obey Him or Die	
Evil Things Linger		Circle of Swords	
0		Great Fissure	
Hand: 8	MP: 10	SP: 0	PD: 17

Haz: Ungoliant's Progeny, Wake of War, Leucarthu/Lomaw at home, Fell Winter, Hurling Rocks UNTAP

Elven Custody, Troll-Chief taps, +1sup+5roll=6, fail.

ORG

Obey Him or Die is played on Agog. Master of Dread and Fear taken to hand. Flame of Udûn played. The Prison's Spell is Fading played on Durlach. Circle of Swords discarded to rotate PSiF once. Crooked-leg Orc played from discard pile. Agog transfers Black-mail Coat to Crooked, cc auto. Avatar taps to shuffle magic card. Agog and Crooked move to Orod Certhas. Flame of Udûn taken to hand. Shaman and Miner move to Eithel Morgoth. Others stay. Troll-chief discarded. Master of Dread and Fear played. Flame of Udûn is discarded to use MDF hand revealing use.

MOVE-rTdgTn

Durlach; h.

HL2, none

Agog; SL-WW-rl, region.

HL2, Radagast keys Old Man Willow to WW. plant.1s13p

Agog, taps, 6p+1y+2.wp+4roll=13, tie.

Shaman; h. Underdeeps

HL2, none.

SITE

Eithel Morgoth entered. Magic card discarded to rotate PFiF.

Orod Certhas entered. AA1-spirits Ice/Cold.2s7p

Agog, tapped, 6p+1y+2wp-1t=auto

Crooked, no tap, 3p-3x+9roll=9. He taps to play Maker's Map.

END

## Turn 11 @ Eithel Morgoth-U

T	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fear	The Well
U	Orc Shaman	4	0	3	7	uruk	W			Sa		0		
U	Goblin-Miner	2	0	2	7	orc	W					0		

## @ Orod Certhas-T

T	Agog	8	5	9	9	orc	W		R		D	3	Obey Him or Die	Wild Trolls	Uiendarfai	Bloodspike
T	Crook-legged Orc	2	0	3	9	orc	W		R			1	Black-mail Coat	Maker's Map		

Crept Along Cleverly	0	
Great Fissure	0	
Durlach		Incite Minions
Evil Things Linger	Lugronk	
The Under-roads	0	
Hand: 8	MP: 9	SP: 0 PD: 5

Haz: Ungoliant's Progeny, Spider of the Morlat, Leucarthu/Lomaw at home, Fell Winter, Awaken Minions

## UNTAP

Elven Custody, Durlach, Shaman, Miner tap, +3sup+10roll=13, pass. Free!

## ORG

Lugronk is played at Eithel Morgoth. Avatar card untaps Durlach. Avatar taps to shuffle Eddy in Fate's Tide. Either stay or move to Eithel Morgoth.

## MOVE-gTnTdr

Agog; WW-SL-h, region.

Galadriel exhausts on card draw.

HL2, Aware of Their Ways removes An Unexpected Outpost from play. Despair of the Heart is played on Agog.

Crooked; W-SL-h, region.

HL2, Thrain plays Outpost.

Durlach; h.

HL4, Galadriel plays Shut Yer Mouth Lugronk.

HL2, Thranduil plays Wake of War

## SITE

END

## TURN 12

### @ Eithel Morgoth

T	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fear	The Well					
T	Orc Shaman	4	0	3	7	uruk	W			Sa		0							
T	Goblin-Miner	2	0	2	7	orc	W					0							
U	Lugronk	8	1	6	9	Troll	W	Sc			D	0			Shut Yer Mouth				
U	Crook-legged Orc	2	0	3	7	orc	W		R			0							
U	Agog	8	5	10	9	orc	W		R		D	3	Obey Him or Die	Wild Trolls	Uiendarlail	Bloodspit	Despair of the Heart		
U	Crook-legged Orc	2	0	3	9	orc	W		R			1	Black-mail Coat	Maker's Map					

Crept Along Cleverly	0
0	0
The Under-roads	No More Nonsense
Evil Things Linger	Strangling Coils
Great Fissure	Morgoth's Ring
Hand: 8	MP: 12
SP: 0	PD: 91

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

## UNTAP

### ORG

No More Nonsense played on Agog

Agog,  $7p+2.wp+1y+8roll=18$ .

Miner,  $2p+3roll=5$ .

Pass.

Weigh All Things shuffles Obey Him or Die.

Agog no tap to remove hazard,  $8roll-3>4$ , pass. Avatar taps to place 4 characters into discard pile. Ice-Troll is played at Eithel Morgoth from the discard pile. The Under-Roads is played.

Lugronk moves to Under-forges. Others stay.

LONG Wake of War discarded.

MOVE-TdRTnG

Durlach; h.

HL5, x

Lugronk; h, Underdeeps.

HL3, x

+

Gangways Over the Fire used to move to Pits of Angband (7)

Roll:  $+2.map+1.miner+3.res = \text{auto}$ .

Lugronk; sh, underdeeps

HL3, Thrain keys Nameless Thing to sh.

Great Fissure cancels one attack. Crooked taps to cancel another. Foe Dismayed is played.

Lugronk, no tap,  $6p-3x+1res+10roll=14$ .

Miner, no tap,  $2p+1res-3x+10roll=10$ .

+

Gangways Over the Fire used to move to Remains of Thangorodrim (4)

Roll:  $+2.map+1.miner+3.res-1.move = \text{auto}$ .

Lugronk; sh, underdeeps

HL3, Thranduil keys King-spider to rl. Black Vapour is played to give +1 prowess to attack.

Uses Ungoliant's Foul Issue for +1 prowess and detainment. FFR in play.

Spider.12p, detainment. Calls even, rolls 5 & 7. No strikes.

SITE

Remains of Thangorodrim entered. AA1-drakes.2s12p, AA2-CS, none

Crept Along Cleverly cancels.

Lugronk taps to play Evil Things Lingering.

Miner taps to play Iron Shield of Old.

ETL taps to play Voices of Malice to discard Shut Yer Mouth.

END

Plays Out He Sprung.

## TURN 13

### @ Remains of Thangorodrim-T

T	Lugronk	8	3	6	9	Troll	W	Sc		D	0	Shut Yer Mouth		
T	Evil Things Lingerin	4	0	9	9	spawn			Sa		a			
T	Crook-legged Orc	2	0	3	9	orc	W		R		1	Black-mail Coat	Maker's Map	
T	Goblin-Miner	2	0	2	7	orc	W				3	Iron Shield of Old		

### @ Eithel Morgoth-U

T	Durlach	x	4	5	8	balrog	W		Sa	D	x	Master of Dread and Fea	The Well			
U	Agog	8	7	10	9	orc	W		R	D	3	Obey Him or Die	No More N	Uiendarlail	Wild Troll	Bloodspik
U	Crook-legged Orc	2	0	3	7	orc	W		R		0					
U	Orc Shaman	4	0	3	7	uruk	W		Sa		0					
U	Ice-Troll	3	0	5	9	Troll	W		R		0					

Great Fissure	0		
Black-mail Coat	A Few Recruits		
Cardolanian Whalers	Broad-headed Spear		
Foe Dismayed	0		
Runeknife of Risinth	Morgoth's Ring		
Hand: 8	MP: 17	SP: 0	PD: 73

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

## UNTAP

### ORG

Lugronk taps to remove hazard, 8roll>7, pass. ETL roll no matter with Lugronk with 8 mind.

Ghash x3 sent to playdeck. Cardolanian Whalers discard to view 3 cards (MDF).

Lugronk moves to drowning Deeps. Agog moves to Orod Certhas. Durlach stays.

[Need is discard Shaman from Durlach's company]

LONG Under-Roads discarded.

MOVE-vpgi

Agog; SL-WW-rl, region.

HL4, Valdacli plays Tidings of Bold Spies

Agog, no tap, 7p+1y+2wp-3x=7, auto.

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

HL2, Evermist keys True Spirits of the North Winds to Thornear.Maia.3s.13p5b

Foe Dismayed played.

Agog, no tap, 7p+2wp+1y+1.res-3x+8roll=16.

IceTroll, taps, 5p+1res+3roll=9, wounded. Bc.7, alive.

Crooked, taps, 3p+1res+6roll=10, wounded. Bc.3, alive.

Lugronk; rl, Underdeeps; Drowning Deeps(9)

Roll: +1.miner+2.shield+2.map+7roll=12>9-1, pass.

HL3, x

Lugronk; rl, Underdeeps; Under-Vaults(9) via Gangways Over the Fire  
Roll: +1.miner+2.shield+2.map-1.gang+7roll=11>8-1, pass.  
HL3, Valdacli plays Outpost.

Durlach; h.  
HL2, x

#### SITE

Orod Certhas entered. AA1-spirits2s7p  
Agog, no tap = auto  
Crooked, 3p-2w+8roll=9.  
Agog taps to play Runeknife of Risinth tapping the site.

Under-vaults entered. AA1-undead.3s8p, AA2-sh  
Great Fissure cancels AA1. No AA2.  
Crooked taps to play Spear, tapping the site.  
Miner taps to play the Coat.

END



## TURN 14

### @ Orod Certhas-T

T	Agog	8	7	10	9	orc	W		R		D	5	Obey Him or Die	No More	N	Uiendarlail	Wild Troll	Bloodspit	Runeknife of Risinth
T	Orc Shaman	4	0	3	7	uruk	W			Sa		0							
W	Ice-Troll	3	0	5	9	Troll	W		R			0							
W	Crook-legged Orc	2	0	3	7	orc	W		R			0							

### @ Vaults-T

T	Lugronk	8	3	6	9	Troll	W	Sc			D	0							
U	Evil Things Linger	4	0	9	9	spawn				Sa		a							
T	Crook-legged Orc	2	0	5	9	orc	W		R			2	Black-mail Coat		Maker's M	Broad-headed Spea			
T	Goblin-Miner	2	0	2	9	orc	W					4	Iron Shield of Old			Black-mail Coat			

### @ Eithel Morgoth-U

T	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fea	The Well
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Ice-drakes of the Ered Ú	The Under-roads
Weigh All Things to A Ni	0
Nasty Slimy Thing	0
Lossandamundar	0
0	Morgoth's Ring
Hand: 8	MP: 22
SP: 0	PD: 64

Haz: Fearful Sun, Enemy at Hand, Infested Jungles, Lure of Power, Leucaruth at home, From the Pits of Angband

## UNTAP

ETL roll no matter with Lugronk with 8 mind.

## ORG

Lossandamundar discarded to view 3 cards (MDF). The Under-roads played. Weigh All Things shuffles Foe Dismayed. Hill Troll played from discard pile with Durlach.

Durlach taps (MDF) to force a corruption by -1 by Bilbo at Thilgon's Tomb.

Bilbo, 4.card-1.mdf-2.cup-2.wormsbane-2.arkenstone-1.book+5.roll=1, pass.

## MOVE-pigv

Durlach; h.

HL2, x

Agog; WW-SL-h, region.

HL3, Death Wind is played by Evermist. Agog taps to cancel.

Keys Snow Elves to Thorenaer, elves.4s10p6b. Extra strike to Crooked.

Agog, u. 7p+1y+2wp+1card-3x+4roll=12.

IceTroll, w, 5p-2w+4roll=7, w, bc.11, killed.

Crooked, 2, 3p-2w-1s+8roll=8, w, bc.6+1=discarded.

Lugronk; sh, UnderLeas(5)

Roll:  $+1.\text{miner}+2.\text{shield}+2.\text{map}+3.\text{res}+10.\text{roll}=18$

HL3, Sakalthor is moved by Pallando to Urezayan.

HL1, Evermist keys Nameless Thing to Underleas. Drake.2s10p4b ,3 attacks.

Crooked taps to cancel 1 attack. Crept Along Cleverly cancels another.

Lugronk, u,  $6p+6.\text{roll}=12$ .

ETL, u, 9p= auto.

Lugronk; rl, UnderGrottos(6), via Gangways Over the Fire

Roll:  $+1.\text{miner}+2.\text{shield}+2.\text{map}+3.\text{res}-1.\text{gang}+7.\text{roll}=14$

HL3, x

SITE

UnderGrottos entered. AA1-undead.4s7p (x1=5s8p) extra strike to Crooked

Lugronk, t,  $6p-1t+9.\text{roll}=14$ .

ETL, t, 9p-1t = auto

Crooked, t,  $3p+2wp-1t+7.\text{roll}=11$ .

Miner taps Shield to ineffectual his strike.

Miner taps to play Spear tapping the site.

END

## TURN 15

### @ Eithel Morgoth-T

U	Agog	8	7	10	9	orc	W	R	D	5	Obey Him or Die	No More	N	Uiendarlail	Wild Troll	Bloodspike	Runeknife of Risinth
T	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fea	The Well			
U	Hill-troll	3	0	5	7	troll	W					0					

### @ Under-grottos-T

T	Lugronk	8	3	6	9	Troll	W	Sc		D	0						
T	Evil Things Linger	4	0	9	9	spawn				Sa	a						
T	Crook-legged Orc	2	0	5	9	orc	W		R		2	Maker's Map	Broad-head	Black-mail	Coat		
T	Goblin-Miner	2	0	4	9	orc	W				5	Iron Shield of Old	Broad-head	Black-mail	Coat		

Ice-drakes of the Ered Ū	Obey Him or Die
Gold Ring that Sauron F	From the Pits of Angband
Nasty Slimy Thing	Voices of Malice
Bonds of Winter	Foe Dismayed
Durlach	0
Hand: 8	MP: 22
SP: 0	PD: 49

Haz: Fearful Sun, Full of Froth and Rage, Infested Jungles, Enemy at Hand, The Sun Shone Fiercely, Beacons Alight, Leucaruth at home, From the Pits of Angband, Hurling Rocks

## UNTAP

ETL roll no matter with Lugronk with 8 mind.

## ORG

Brawler is played at Eithel Morgoth from the discard pile. Agog transfers Bloodspike to Hill Troll, Hill Troll & Brawler support, -3-2+2.avatar+2.sup+7roll=6, pass.

Avatar taps to shuffle Secrets of Their Forging. Avatar cards untaps him. Durlach taps to play Voices of Malice to discard The Sun Shone Fiercely. Durlach stays.

Agog and Hill Troll move to Pendrath na-Udûn. Lugronk move to Under-Leas.

## MOVE-gvip

Durlach; h.

HL2, Guild plays Outpost.

Agog; SL-sh, region

HL2, Evermist keys Ice Giant to Narthalf, giant.1s14p6b.

Agog, u, 6p+1wp+1.trophy+7roll=15, bc.9=trophy.

HL1, Evermist keys Ice Giant to Narthalf, giant.1s14p6b.

Hill Troll, 5p+2wp-1t+10roll=16, bc.7=trophy

Circle of Swords discarded to token The Prison's Spell is Fading (now 4x)

Lugronk; sh, UnderLeas(6)

Roll: +1.miner+2.shield+2.map+12roll=15, pass.

HL3, x

Gangways Over the Fire

IronDeep(6), dh

Roll: +1.miner+2.shield+2.map-1.gang+4roll=8, pass.

HL3, x

Gangways Over the Fire

Under-Forges(5), h

Roll: +1.miner+2.shield+2.map-2.gang+4roll=8, pass.

HL3, x

Gangways Over the Fire

Eithel Morgoth(0), h.

Roll: +1.miner+2.shield+2.map-3.gang+9roll=11.

HL3, x

SITE

Eithel Morgoth entered.

ETL taps to play Voices of Malice to discard Full of Froth and Rage

END

## TURN 16

### @ Pendrath na-Udûn-U

T	Agog	8	8	9	9	orc	W		R		D	2	Obey Him or Die	No More	Uiendaril	Wild Troll	Ice Giant	Runeknife of Risinth
T	Hill-troll	3	1	8	7	troll	W					3	Bloodspike				Ice Giant	

### @ Eithel Morgoth-U

U	Lugronk	8	3	6	9	Troll	W	Sc			D	0						
T	Evil Things Linger	4	0	9	9	spawn				Sa		a						
U	Crook-legged Orc	2	0	5	9	orc	W		R			2	Maker's Map	Broad-hea	Black-mail	Coat		
U	Goblin-Miner	2	0	4	9	orc	W					5	Iron Shield of Old	Broad-hea	Black-mail	Coat		
T	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fea	The Well				
T	Orc brawler	1	0	3	8	orc	W					1						

Haz: Fearful Sun, Full of Froth and Rage, Infested Jungles, Tidings of Doubt and Danger.

Spawn of Ungoliant, Leucaruth at home

## UNTAP

### ORG

Obey Him or Die played on Lugronk. Avatar taps to shuffle Flame of Udun.

Under-roads is played. Miner transfers Shield to Lugronk, cc-1-1-3+2.avatar+5roll=2, pass.

Agog+ and Durlach+ stay. Lugronk+ move to Under-forges.

## MOVE-ipvg

Agog; sh.

HL2, x

Lugronk; h. underdeeps(0)-UnderForges

Roll: auto

HL4, x

+

Gangways Over the Fire used to move to Iron-Deeps (5)

Roll: +2.map+1.miner+2.shield+3.res-1.gang =7+

Lugronk; dh, underdeeps

HL4, x

+

Gangways Over the Fire used to move to Under-Leas (6)

Roll: +2.map+1.miner+2.shield+3.res-2.gang =6+

Lugronk; sh, underdeeps

HL4, x

+

Gangways Over the Fire used to move to Wind-Deeps (5)

Roll: +2.map+1.miner+2.shield+3.res-3.gang =5+

Lugronk; rl, underdeeps

HL4, x

+

Gangways Over the Fire used to move to Cobalt-Deeps (5)

Roll: +2.map+1.miner+2.shield+3.res-4.gang =4+

Lugronk; rl, underdeeps

HL4, x

Durlach; h.

HL2, x

SITE

Pendrath na-Udûn entered. AA1-drake.1s9p

Crept Along Cleverly cancels.

Foe Dismayed played for +3 for influence and discards Circle of Swords for +3.

Agog taps to make an INF attempt on Ice-drakes of the Ered Úmarth

Agog +2.card+2.obey+2.nonsense+2.trophies +3.res+3.mod(magic)+3roll=17>12

The Cobalt-Deeps entered. AA1-orcs.5s8p, detainment. No AA2

Great Fissure cancels.

Lugronk taps to play Nasty Slimy Thing tapping the site.

END

## TURN 17

### @ The Cobalt-Deeps-T

T	Lugronk	8	7	6	9	Troll	W	Sc			D	3	Obey Him or Die	Iron Shield of Old		
U	Evil Things Linger	4	0	9	9	spawn				Sa		a				
U	Nasty Slimy Thing	2	0	4	9	spawn						a				
U	Crook-legged Orc	2	0	5	9	orc	W		R			2	Maker's Map	Broad-head Black-mail Coat		
U	Goblin-Miner	2	0	4	9	orc	W					2		Broad-head Black-mail Coat		
U	Orc brawler	1	0	3	8	orc	W					1				

### @ Pendrath na-Udûn-T

T	Agog	8	8	9	9	orc	W		R		D	2	Obey Him or Die	No More N Uendarlait	Wild Troll Ice Giant	Runeknife of Risorin
U	Hill-troll	3	1	8	7	troll	W					3	Bloodspike		Ice Giant	

### @ Eithel Morgoth-U

U	Durlach	x	4	5	8	balrog	W			Sa	D	x	Master of Dread and Fea The Well			
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Join With That Power		Gondring at Home	
Gold Ring that Sauron F		Flame of Udûn	
Hammer of Morgoth		The Under-roads	
0		Ningarach	
0		Orcs of the Bleak Mount	
Hand: 8	MP: 27	SP: 0	PD: 24

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

Haz: Many Shapes PF (wind)

## UNTAP

### ORG

Dwarven Ring played on Whispers of Rings. Master of DF discarded. Flame of Udun played. Durlach moves to Pits of Angband (1 token), Agog+ move to Mornost. Lugronk+ move to Ancient Maze.

LONG Under-roads discarded.

The Under-roads played.

MOVE-eadt

Agog; SL-sh, region

Prone to Violence played.

HL2, Evermist keys Marsh-drake to SL, drake.2s11p

Agog, taps,  $8p+1wp+3roll=12$

Hill troll, taps,  $5p+2wp+6roll=13$ . Trophy to Agog.

Plays Outpost.

Durlach; Pits-sh, underdeeps(7)

Roll:  $+3.res+2.card+8roll=13$ , pass.

HL2, x

Lugronk; rl, underdeeps(5)

Roll: +2.shield+2.map +1.miner+3.res= auto

HL4, Evermist plays The Way is Shut. ETL taps to play Voices of Malice.

HL2, Thorin keys Winged Fire-drake to the site, drake.2s12p, attacker.

Plays Dragon's breath

Lugronk taps Iron Shield of Old.

Evil Things Linger, 9b-1t+6roll=14.

Nasty Slimy Thing, 9b+3taps=auto

Crooklegged, Orc, 9b+1ar-3x+6roll=13

Miner, 9b+1ar+3taps=auto

brawler, 8b+3taps=auto

Drake.2s10p, attacker

Miner, 2p+2wp-1t+7roll=10, tie.

Brawler, 3p-1t+5roll=7, wounded. Bc.4

+

Gangways Over the Fire used to move to Under-leas (5)

Roll: +2.map+1.miner+2.shield+3.res-1.gang = 7+

Lugronk; sh, underdeeps

HL4, Evermist plays Lure of Nature Crooked.

HL2, x

+

Gangways Over the Fire used to move to Iron-Deeps (6)

Roll: +2.map+1.miner+2.shield+3.res-2.gang = 6+

Lugronk; dh, underdeeps

HL4, Evermist keys Crebain to dh. Animal.each.6p,detainment

Rolls made, no one taps.

HL2, x

+

Gangways Over the Fire used to move to Under-forges (5)

Roll: +2.map+1.miner+2.shield+3.res-3.gang = 5+

Lugronk; h, underdeeps

HL4, x

+

Gangways Over the Fire used to move to Ancient Maze (6)

Roll: +2.map+1.miner+2.shield+3.res-4.gang = 4+

Lugronk; rl, underdeeps

HL4, x

SITE

Pits of Angband entered. AA1-drake.3s11p, AA2-drake/dragon. Rain-drake.1s15p



Durlach,  $7p+3fana-1x-2s+9roll=16$ .

Durlach,  $7p+3fana-1x+10roll=19$ .

Durlach taps to play Hammer of Morgoth, taps site.

Ancient Maze entered. AA1-spawn.2s11p, AA2, drake/spawn

Lugronk,  $6p-3x+8roll=11$

Crooked,  $3p+2wp-3x+9roll=11$ . No way.

Agent attacks: Unor.  $3p+2.down+6roll=11$ .

Crooked,  $3p+2wp+3roll=8$ , wounded. Bc.11, killed.

Lugronk taps to play Gold Rings That Sauron Fancies

END

## TURN 18

### @ Ancient Maze-T

U	Lugronk	8	7	6	9	Troll	W	Sc		D	8	Obey Him or Die	Iron Shield	Broad-headed	Spea	Gold Ring	that Saurc
T	Evil Things Lingerin	4	0	9	9	spawn			Sa		a						
T	Nasty Slimy Thing	2	0	4	9	spawn					a						
T	Goblin-Miner	2	0	4	9	orc	W				3		Broad-hea	Black-mail	Black-mail	Coat	
W	Orc brawler	1	0	3	8	orc	W				1						

### @ Mornost-U

T	Agog	8	8	10	9	orc	W		R	D	2	Obey Him or Die	No More N	Uiendarlail	Wild Troll	Ice Giant	Marsh-dir	Runeknife
T	Hill-troll	3	1	7	7	troll	W				3	Bloodspike				Ice Giant		

### @ Pits of Angband-T

T	Durlach	x	2	10	10	balrog	W		R	Sa	x	Flame of Udûn	The Well
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Join With That Power	Piercing All Shadows
Orcs of the Bleak Mount	Miner's Pick
0	I'll Be At Your Heels
Gondring	Ningarach
Maker's Map	0
Hand: 8	MP: 28
SP: 0	PD: 7

Res: Gates of Morning, Light of the North, Under-roads, Prone to Violence

Haz: Many Shapes PF (wind), Leucaruth at Home, Hurling Rocks.

## UNTAP

Lugronk makes a cc. plays Join With That power, Miner and NST support,

Cc: -3-1-4ring+2.res+2sup+7roll=3,pass

## ORG

I'll Be At Your Heels played on Lugronk. Durlach taps to shuffle Strangling Coils.

Durlach and Lugronk+ move to Under-forges (tap ETL). Agog stays.

## MOVE-tdae

Agog; sh

HL2, x

Lugronk; h. underdeeps, Forges(6)

Roll: +2.shield+1.miner+4roll=7, pass.

HL3, x

Moves to Eithel Morgoth(0)

HL3, x

Durlach; h, underdeeps, Forges(7)

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

HL2, x

SITE

Mornost entered. AA1-orcs.4s8p, AA2-orcs.3s9p

AA1, two strikes Hill Troll

Agog,  $8p+1wp-3x+7roll=13$

Hilltroll,  $5p+2wp-1s+10roll=16$

AA1-two strikes to agog

Agog,  $8p+1wp-3x-1s+7roll=12$

Hilltroll,  $5p+2wp-1t+8roll=14$

Agog taps to make an INF attempt on Orcs of the BM

$+2.di+2.faction+2.obey+2.nonsense+2.trophy+2.mod(Iceorcs)-2.mod(oAngmar)+2roll=12$ , pass.

Taps site.

END

## TURN 19

### @ Eithel Morgoth-U

U	Lugronk	8	7	6	9	Troll	W	Sc		D	7	Obey Him or Die	Iron Shield	Broad-hea	I'll Be At	gold ring that sauron fancies
T	Evil Things Lingerin	4	0	9	9	spawn			Sa		a					
T	Nasty Slimy Thing	2	0	4	9	spawn					a					
T	Goblin-Miner	2	0	4	9	orc	W				2		Broad-hea	Black-mail	Black-mail Coat	
W	Orc brawler	1	0	3	8	orc	W				1					

### @ Mornost-T

T	Agog	8	8	10	9	orc	W		R		D	2	Obey Him or Die	No More N	Uiendarlai	Wild Troll	Ice Giant	Marsh-dr	Runeknife
T	Hill-troll	3	1	7	7	troll	W					3	Bloodspike				Ice Giant		

### @ Under-forges-U

T	Durlach	x	2	10	10	balrog	W		R	Sa		x	Flame of Udûn	The Well
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Res: Gates of Morning, Light of the North, Prone to Violence

Haz: Bairanax, Ando-anco, Leucaruth at Home,

## UNTAP

Lugronk makes a cc. ETL, NST, Miner support,

Cc: -3-1+1.heels-4ring+3sup+11roll=7, pass.

## ORG

Strangling Coils played on Durlach, FU discarded.

All move or stay at Eithel Morgoth.

## MOVE-daet

Durlach; h, underdeeps, EM(0)

HL2, x

Lugronk; h

HL3, x

Agog; SL-h, region

HL2, Plays Twilight.

## SITE

## END

Gold ring tested, 7roll-2.avatar=5, play MR Enigma.

## TURN 20

[would like to play Shaman, but cannot. Would like to cvcc other Grey players, but trouble]

@ Eithel Morgoth-U

U	Durlach	x	7	7	9	W/Sa/D	W		R	Sa	x	Strangling Coils	The Well				
U	Lugronk	8	7	6	9	Troll	W	Sc			D	5	Obey Him or Die	Iron Shield	Broad-head	I'll Be At Your Heels	Magic Ring
U	Evil Things Linger	4	0	9	9	spawn				Sa	a						
U	Nasty Slimy Thing	2	0	4	9	spawn					a						
U	Goblin-Miner	2	0	4	9	orc	W				2			Broad-headed Spear	Black-mail Coat		
W	Orc brawler	1	0	3	8	orc	W				1						
U	Agog	8	8	10	9	orc	W		R		D	2	Obey Him or Die	No More N	Uiendarlail	Wild Troll	Ice Giant
U	Hill-troll	3	1	7	7	troll	W					4	Bloodspike	Black-mail Coat			Ice Giant

Roam the Waste	Spirit Crime	
Orc Shaman	Cardolanian Whalers	
Arouse Minions	Roam the Waste	
Gondring	Eddy in Fate's Tide	
0	0	
Hand: 8	MP: 29	SP: 0 PD: 79

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

Haz: The Way is Shut, Bairanax, Ando-anco, Leucaruth at Home, Gondring at Home

Full of Froth and Rage

## UNTAP

### ORG

Miner transfers Coat to Hill Troll, cc auto. Lugronk stores ring, HillTroll support, cc-5+1sup+2avatar+5roll=pass. Lugronk transfers Spear to Durlach, cc auto.

Durlach and Agog+ move to Linnarthurras. Lugronk+ move to Under-forges.

Roam the Waste played on Durlach's company.

## MOVE-tdae

Durlach; SL-W, rl

HL3, Evermist keys Lossadan Hunters to Rast Losnaeth, Men.4s8p 2 strikes to Hill Troll.

Durlach, 9p-2.mode-1x+5roll=11

Agog, 10p-3x+3rol=10

HillTroll, 5p+2wp-3x-1s+10, trophy.

Evermist moves agent to The Drowning Deep.

Lugronk; h.

HL4, Thorin plays Outpost.

HL2, x

## SITE

Linnarthurras entered. AA1-maia.2s10p

Agog, 10p=auto

Hill Troll, 8p=auto

Durlach taps to play Eddy in Fate's Tide.

END

TURN 21

@ The Under-forges-U

U	Lugronk	8	7	6	9	Troll	W	Sc		D	2	Obey Him or Die	Iron Shield of Old	I'll Be At Your Heels
U	Evil Things Linger	4	0	9	9	spawn			Sa		a			
U	Nasty Slimy Thing	2	0	4	9	spawn					a			
U	Goblin-Miner	2	0	4	9	orc	W				1	Broad-headed Spear	Black-mail Coat	
T	Orc brawler	1	0	3	8	orc	W				0			

@ Linnarthurras-t

T	Agog	8	8	10	9	orc	W		R	D	2	Obey Him or Die	No More N Uendarlat	Wild Troll Ice Giant	Marsh-drc Runeknife
T	Hill-troll	3	1	8	9	troll	W				4	Bloodspike	Black-mail Coat	Lossadar Ice Giant	
T	Durlach	x	7	7	9	W/Sa/D	W		R	Sa	x	Strangling Coils	The Well	Broad-headed Spear	

Roam the Waste	Spirit Crime	
Orc Shaman	Cardolanian Whalers	
Hibernating Troll	0	
Gondring	Goblin-Miner	
0	Crept Along Cleverly	
Hand: 8	MP: 32	SP: 0 PD: 73

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

Haz: **The Way is Shut**, Bairanax, Ando-anco, **Corlagon** at Home

Corlagon ahunt, Fell Winter

UNTAP

ORG

Orc Shaman played at Under-forges. Avatar taps to shuffle Circle of Swords.

Durlach+ move to Eithel Morgoth. Lugronk+ move to Iron-Deeps on the way to Under-leas

So to play Miner there and to get closer to Fankil's company.

Roam the Waste played on Durlach's company.

MOVE-etda

Shaman; h

HL2, Thorin plays Summons from Long Sleep

Durlach; [W-SL]-h, region

HL3, Evermist plays Summons from Long Sleep

Lossandamundar keyed to Narthalf, animal.4s9p4b, no detainment.

Agog taps to face two strikes.

Agog, 10p-3x+10roll=17, fail. Bc.5

Agog, 10p-3x-1t+6roll=12, fail. Bc.10

Hill-troll, 8p+8roll=16, fail. Bc.12

Durlach, 7p-1t+5roll=11, fail. Bc.9 = trophy.

Lugronk; underdeeps, dh, Iron-Deeps(5)

Roll: +1miner+2.shield+10roll=13, pass.

HL3, Evermist keys Crebain to dh. Animals.each.5p

Rolls made: no tap. Show 3 cards.

HL1, x

Plays Twilight to discard a Spring of Arda.

Move to Under-leas using Gangways

Lugronk; underdeeps, sh, Under-Leas(6)

Roll: +1miner+2.shield-1.gang+5roll=7, pass.

HL3, x

SITE

END

## TURN 22

[would like to cvcc Fankil, but Prone to Violence not in play.]

### @ Under-Leas

U	Lugronk	8	7	6	9	Troll	W	Sc			D	2	Obey Him or Die	Iron Shield of Old	I'll Be At Your Heels
U	Evil Things Linger	4	0	9	9	spawn				Sa		a			
U	Nasty Slimy Thing	2	0	4	9	spawn						a			
U	Goblin-Miner	2	0	4	9	orc	W					1	Broad-headed Spear	Black-mail Coat	
U	Orc brawler	1	0	3	8	orc	W					0			

### @ Eithel Morgoth-U

T	Agog	8	8	10	9	orc	W		R		D	2	Obey Him or Die	No More Nonsense	Runeknife of Risinth
T	Hill-troll	3	1	8	9	troll	W					4	Bloodspike	Black-mail Coat	
T	Durlach	x	7	7	9	W/Sa/D	W		R	Sa		x	Strangling Coils	The Well	Broad-headed Spear

### @ Under-forges-U

U	Orc Shaman	4	0	3	7	uruk	W			Sa		0			
	0					Great Fissure									
	Weigh All Things to A Ni					Durlach									
	Foe Dismayed					Voices of Malice									
	Roam the Waste					Goblin-Miner									
	0					Crept Along Cleverly									
	Hand: 8	MP: 33	SP: 0	PD: 62											

Res: Ordered to Kill

Haz: (Bairanax, Ando-anco, Scatha at Home), Spawn of Ungoliant

Hurling Rocks, Snowstorm

## UNTAP

### ORG

Goblin-miner played at Eithel Morgoth. Durlach transfers Spear to Miner.

Avatar taps to shuffle Circle of Swords.

Roam the Waste played on Durlach's company.

Durlach+ move to Kylmätaalo. Shaman moves to Eithel Morgoth. Miner moves to Under-forges.

Lugronk+ move to Under-Vaults. Circle of Swords discarded to rotate Prison Spell is Fading (3 tokens)

### MOVE-edat

Miner; h, Under-deeps, Forges(0)

HL2, Evermist moves agent Unor to Under-leas from Vaults.

Durlach; SL-W-rl, region (RtW), 2 tokens

HL3, Evermist plays Rolled Down the Sea (sees hand)

Plays Outpost shuffles True Spirits of NW.

Avatar card untaps Durlach. Weigh All Things Shuffles Roam the Waste.



Lugronk; rl , underdeeps, Vaults(5)

Roll: +2.shield+1.miner=auto

HL3, x

+

Move to Iron-Deeps using Gangways

Lugronk; underdeeps, dh, Iron-Deeps(7)

Roll: +1miner+2.shield-1.gang+5roll=7, pass

HL3, Evermist plays The Way is Shut. ETL taps to play Voices of Malice to cancel.

+

Move to Under-forges using Gangways

Lugronk; underdeeps, h, Forges(5)

Roll: +1miner+2.shield-2.gang+4roll=5, pass

HL3, Evermist plays Summons from Long Sleep

Shaman; h, Under-deeps, Forges(0)

HL2, Weigh All Things Shuffles Maker's Map.

Evermist plays Earth-Tremors

SITE

Kylmätaalo entered. AA1-trolls.2s9p

Foe Dismayed played.

Durlach, 7p-1t+1.res+7roll=14

Agog, 6p+2y+1wp+1res-3x+3roll=10

[y=prowess from trophy)

Cvcc Evermist.

Heledwen taps and taps Torque of Hues to cancel; cc, New Friendship played, cc auto.

END

## TURN 23

[Need to combat to bring down MPs from other Grey Players. Wait to play Prone to Violence until Evermist Elves exhaust their deck (3 cards)]

### The Under-forges-U

U	Lugronk	8	5	6	9	Troll	W	Sc		D	2	Obey Him or Die	Iron Shield of Old	I'll Be At Your Heels	
T	Evil Things Linger	4	0	9	9	spawn			Sa		a				
U	Nasty Slimy Thing	2	0	4	9	spawn					a				
U	Goblin-Miner	2	0	4	9	orc	W				1	Broad-headed Spear	Black-mail Coat		
U	Goblin-Miner	2	0	4	7	orc	W				1	Broad-headed Spear			
U	Orc brawler	1	0	3	8	orc	W				0				

### @ Kylmatalo-U

U	Agog	8	8	10	9	orc	W		R		D	2	Obey Him or Die	No More Nonsense	Runeknife of Risinth
U	Hill-troll	3	1	8	9	troll	W				4	Bloodspike	Black-mail Coat		
U	Durlach	x	7	7	9	balrog	W		R	Sa	x	Strangling Coils	The Well		

### @ Eithel Morgoth-U

U	Orc Shaman	4	0	3	7	uruk	W			Sa		0			
---	------------	---	---	---	---	------	---	--	--	----	--	---	--	--	--

Crept Along Cleverly	The Under-roads
Durlach	Great Fissure
Prone to Violence	The Under-roads
Maker's Map	Weigh All Things to A Ni
0	0
Hand: 8	MP: 33
SP: 0	PD: 44

Res: Ordered to Kill

Haz: (Bairanax), Lure of Power

Hurling Rocks, Fell Winter, Bonds of Winter, From the Pits of Angband, Earth-Tremors

## UNTAP

### ORG

Play Under-roads. Weigh All Things shuffles Voices of Malice.

I'll Be At Your Heels removed from Lugronk to be on Agog.

Crook-legged Orc played at Forges from discard pile.

Shaman discarded.

Lugronk moves to the Rusted-Deeps for combat.

Durlach moves home. Agog+ stays to play Maker's Map.

### MOVE-eatd

Lugronk; dh, underdeeps (5)

Roll: +3.res+2.shield+2.miner=7+.

HL5, Thorin plays Outpost.

HL3, x

+

Move to UnderLeas using Gangways  
Lugronk; underdeeps, sh, Leas(6)  
Roll:  $+3.res+2.shield+2.miner-1.gang=6+$

Prone to Violence played.

HL5, Dain plays Frenzy of Madness discarding Orc-Watch.

Plays Ando-anca.

Crept Along Cleverly cancels.

+

Move to Wind-deeps using Gangways

Lugronk; underdeeps, rl, Wind(5)

Roll:  $+3.res+2.shield+2.miner-2.gang=5+$

Great Secrets Buried There played on Durlach=no item.

HL5, Alatar keys Winged Cold Drake to the site, drake.2s13p, attacker

Nasty Slimy Thing taps to cancel.

HL4, Alatar keys Winged Cold Drake to the site, drake.2s13p, attacker

Great Fissure cancels.

HL2, Thorin keys Winged Fire-drake to the site, drake.2s12, attacker

Bring Our Curses Home is played on Lugronk.

Miner,  $2p+2wp+7roll=11$ , wounded. bc.6

Miner,  $2p+2wp+5roll=9$ , wounded. bc.12=**killed**.

Durlach; W-SL-h, region

Durlach taps to play Voices of Malice to discard Curses.

HL2, Evermist moves agent Unor to Wind-deeps.

Agog; rl

HL2, x

SITE

Kylmatalo entered. AA1-trolls.2s9p

Agog,  $6p+1.wp+2y-3x+6roll=12$

Hill Troll,  $5p+2wp=auto$

Agog taps to play Maker's Map.

END

## Throkmau Cvcc against Durlach

U	Talmog		3	8	9	10	orc L	W				D	3	Enchanting Stare	Oath of the	Dragon-scales
U		Great Bats	1	0	x	x	animal						x			
U		Ice-Troll	3	0	7	9	troll	W		R			1	Broad-Headed Spear		White Vision
T		Urdak	4	0	4	8	ice-orc	W			Sa		1	Dragon-Totem		
T		Durba	3	0	3	8	ice-orc	W		R			1	Dragon-Totem		

T	Agog		8	6	10	9	orc	W		R		D	2	Obey Him or Die	No More Nonsense	Runeknife I'll Be At Y Maker's Iv
T		Hill-troll	3	1	7	9	troll	W					4	Bloodspike	Black-mail Coat	

Hunters and Slayers played.

Talmog v Agog

Ice Troll v Hill Troll

+

Talmog,  $9p+1\text{avatar}+9\text{roll}=19$ , wounded. Bc2

Agog,  $7p+2y+1\text{wp}+12\text{roll}=22$

IceTroll,  $7p+1\text{avatar}+10\text{roll}=18$

Hill Troll,  $5p+2\text{wp}+1y+5\text{roll}=13$ ; prisoner

Throkmau

1	2
9	10
5	8

Durlach

1	2
12	5
2	4

Cvcc against Durlach

W	Talmog		3	9	9	10	orc L	W				D	4	Enchanting Stare	Oath of the	Dragon-sc	Dragon-Totem		
U		Great Bats	1	0	x	x	animal						x						
U	Ice-Troll		3	0	7	9	troll	W		R			1	Broad-Headed Spear					
T	Urdak		4	0	4	8	ice-orc	W		Sa			1	Dragon-Totem					
T	Hill-troll		3	1	8	9	troll	W					4	Hunters and Slayers Bloodspike	Black-mail Coat				

T	Agog		8	6	10	9	orc	W		R		D	2	Obey Him or Die	No More Nonsense	Runeknife I'll Be At Y	Maker's M
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IceTroll v Agog

Ice Troll plays Bold Thrust

IceTroll, 5p+2wp+3res+7roll=17  
Agog, 7p+2y+1wp-1t+6roll=15, wounded. Bc8

THROKMAW

1
7
8

DURLACH

1
6
3

## TURN 24

### @ The Wind-deeps-U

U	Lugronk	8	7	6	9	Troll	W	Sc			D	3	Obey Him or Die	Iron Shield of Old
U	Evil Things Lingerin	4	0	9	9	spawn				Sa		a		
T	Nasty Slimy Thing	2	0	4	9	spawn						a		
W	Goblin-Miner	2	0	4	9	orc	W					2	Broad-headed Spear	Black-mail Coat
U	Orc brawler	1	0	3	8	orc	W					0		
U	Crook-legged Orc	2	0	5	7	orc	W		R			1	Broad-headed Spear	

### @ Kylmatalo-T

W	Agog	8	6	10	9	orc	W		R		D	2	Obey Him or Die	No More Nonsense	Runeknife I'll Be At Y Maker's M
---	------	---	---	----	---	-----	---	--	---	--	---	---	-----------------	------------------	----------------------------------

### @ Eithel Morgoth-U

T	Durlach	x	7	7	9	balrog	W		R	Sa		x	Strangling Coils	The Well			
	0																
Durlach																	
The Under-roads																	
	0																
Snow elves																	
Hand: 8	MP: 34	SP: 0	PD: 33														

Res: Ordered to Kill

Haz: (Bairanax), Lure of Power

From the Pits of Angband, Earth-Tremors

## UNTAP

### ORG

Avatar taps to shuffle MDF. Avatar card untaps Durlach. Avatar taps to fetch MDF from discard pile. Strangling Coils to hand; MDF played. Discards SCoils to use MDF to see 3 cards.

All move or stay at a Darkhaven. Two copies of under-roads played.

### MOVE-etda

Durlach; h

HL2, x

Agog; W-SL-h

HL2, x

Lugronk; sh, underdeeps, Leas(5)

Roll: +2.sh+1.miner+3.res+3res=9+

HL4, x

+

Move to Iron-Deeps using Gangways , move to Iron-Deeps(6)

Roll: +2.sh+1.miner+3.res+3res-1gang=8+

HL4, x

+

Move to Under-forges using Gangways , move to Forges(5)

Roll: +2.sh+1.miner+3.res+3res-2gang=7+

HL4, x

SITE

END

				EVERMIS
			<b>30</b>	31
C	8	Under-Forges	6	11
I	10	Northern Waste	11	14
F	3	vs. Elves of Evermist	5	2
A	2	Spawn & Factions	3	0
M	7	Prison Spell	4	3
K	2	Black AA and Winter	1	1

<b>30</b>	<b>Marshall Points</b>		4	Ice-drakes of the Ered Úmarth
3	Agog		1	Orcs of the Bleak Mountains
3	Lugronk		2	Evil Things Lingerin
1	Hammer of Morgoth		1	Nasty Slimy Thing
2	Iron Shield of Old		2	Eddy in Fate's Tide
3	Runeknife of Risinth		2	Maker's Map
1	Broad-headed Spear		0	Ice Giant
1	Broad-headed Spear		0	Ice Giant
1	Black-mail Coat		0	Marsh-drake
2	Magic Ring of Enigma		1	Lossadan Hunters

	<a href="#">top</a>	Sites in DP					
t02		Kylmätało	Black-mail Coat				
t06		Ei Missa	Maker's Map				
t07		Bernastath	Black-mail Coat				
t04		Canadras	Canadras Roused				
t08		Amon Anlug	Bloodspike				
t10		Orod Certhas	Maker's Map				
t12		Remains of Thangorodrin	Evil Things Lingerin			Iron Shield of Old	
t13		Orod Certhas	Runeknife of Risinth				
t13		The Under-Vaults	Broad-headed Spear			Black-mail Coat	
t14		The Under-grottos	Broad-headed Spear				
t16		Pendrath na-Udûn	Ice-drakes of the Ered Úmarth				
t16		The Cobalt-Deeps	Nasty Slimy Thing				
t17		Pits of Angband	Hammer of Morgoth				
t17		Ancient Maze	Gold Ring that Sauron Fancies				
t18		Mornost	Orcs of the Bleak Mountains				
	t20	Linnarthurras	Eddy in Fate's Tide				
t23		Kylmätało	Maker's Map				



1	Bloodspike	0	h01,p08	x		
2	Gold Ring that Sauron Fancies	0	h04,d09	h14,p17	h20,d20	
3	Broad-headed Spear	0	h04,d04	h13,p13		
4	Broad-headed Spear	0	h06,d06	h14,p14		
5	Black-mail Coat	0	s01, dragon.04	h12,p13		
6	Black-mail Coat	0	h05,p07	x		
7	A Few Recruits	0	h02,d03	h12,d13	h24,d24	
8	Ice-drakes of the Ered Úmarth	0	s01,d01	h13,p16		
9	Orcs of the Bleak Mountains	0	h03, mdf05	h16,p18		
10	Canadras Roused	0	h03,p04	k06		
11	Maker's Map	0	s01, weigh08	h17	h22,p23	
12	Maker's Map	0	h04,p10	x	h24	
13	Crept Along Cleverly	1	h01,p02	h14,p14	h20,p23	
14	Crept Along Cleverly	1	h03,p04	h16,p16	h23,d24	
15	Crept Along Cleverly	1	h11,p12		h24	
16	Foe Dismayed	0	h03,p04	h12,p12,	h21,p22	
17	Foe Dismayed	0	h04,d05	h12,p13	h24	
18	Foe Dismayed	0	h09,d09	h15,p16	h24	
19	Great Fissure	1	h09,d11	h12,p13	h22,p23	
20	Great Fissure	1	h11,p12	h16,p16	h24	
21	Great Fissure	1	h03,d04			
22	Piercing All Shadows	1	h04,d04	h17,d18	h24	
23	The Under-roads	0	s01,d01	h13,p14	h22,p23	
24	The Under-roads	0	h04,d05	h15,p16	h22,p24	
25	The Under-roads	0	h10,p12	h15,p17	h23,p24	
26	Voices of Malice	1	s01,d01	h12,p12,w17,h17,p		
27	Voices of Malice	1	h02,p03	h14,p15	h21,p22,w	
28	Voices of Malice	1	h09,p09	h15,p15	h24	
29	Join With That Power	0	h07,d07	h16,d17	h22,d22	
30	Join With That Power	0	h09,d09	h17,p18		
31	No More Nonsense	0	h11,d11			
32	Weigh All Things to A Nicety	0	h07,p08	h12,p12	h21,p21	
33	Weigh All Things to A Nicety	0	h08,p08	h13,p14	h22,p23	
34	Obey Him or Die	0	h06,p10	x		
35	Obey Him or Die	0	h11,d11	w12	h14,p16	
36	Prone to Violence	0	h01,p02	h17,p17	h22	
37	Circle of Swords	0	h02,d02			
38	The Prison's Spell is Fading	0	h09,p10	x		
39	The Well	0	h01,p02	x		
40	Flame of Udûn	0	h08,p10	h16,p17		

1	Daelomin Ahunt	0	h07,p07		h17,d17		
2	Ando-anca Ahunt	0	h09,p09		h13,d13	h24,j k24	
3	Corlagon aHunt	0	h11,p11			h20,j k21	
4	Gondring at Home	0	h10,d10		h16,p17	h19,p19	
5	Lomaw at Home	0	h05,p05		h16,d16		
6	Lindor's Bane	0	h07,p07		h18,d18	h23,d23	
7	Gondring	0	h03,d04		h17,e21		
8	Ningarach	1	h05,d07		h16,p18	h23	
9	Stirring Bones	0	h02,d02		h14,d14		
10	Hibernating Troll	0	s01,d01		h14,d14	h20,p21	
11	Lossandamundar	0	h10,p10		h13,mdf14		
12	Wargs	0	h01,p01		h15,p15	h22,p22	
13	White wolves	0	h02,d02		h13,p13	h22,c22	
14	White wolves	0	h08,d08		h14,d14	h24,p24	
15	White wolves	0	h09,d09		h17,pk17		
16	Cardolanian Whalers	0	h06,d07		h12,mdf	h19,p21	
17	Cardolanian Whalers	0	h06,p06		h13,d13	h21,d21	
18	Lossadan Hunters	0	s01,d01		h12,d12	h19,d19	
19	Lossadan Hunters	0	h05,d05		h12,d13	h21,p21	
20	Snow elves	0	h05,d05		h16,d16	h23,p24	
21	Snow elves	0	h05,mdf06				
22	Arouse Minions	0	h02,d02		h13,d13	h20,p21	
23	Arouse Minions	0	h06, mdf07		h18,d20		
24	Great Secrets Buried There	0	h02,p02		h17,d17	h23,p23	
25	Great Secrets Buried There	0	h06,p06				
26	Incite Minions	1	h02,d02		h12,p12	h23	
27	Incite Minions	1	h10,d11		h16,p16		
28	Lure of Expedience	0	h02,p02		h12,p12	h22	
29	Lure of Expedience	0	h03,p03		h12,p12	h22	
30	Twilight	0	h06,p06		h12,d12	h19,p19	
31	Twilight	0	h08,p08		h13,p13		
32	Spirit Crime	0	h01,d03		h16,d16	h21,d21	
33	Morgoth's Ring	1	h10,c out1	h11,d14		h24	
34	Arda Marred	0	h06,p06		h14,p14		
35	Arda Marred	0	h08,p08		h16,t16		
36	Arda Marred	0	h08,p08		h17,p17		
37	Jäänainen	0	h03,p03		h14,d14	h24,p24	
38	An Unexpected Outpost	1	h03,p03		aware		
39	An Unexpected Outpost	1	h09,p09		h17,p17	h23,p23	
40	An Unexpected Outpost	1	h10,p10		h17,p17		

	<b>SIDEBOARD</b>	0						
1	Hammer of Morgoth	0	dp04			h16		
2	Runeknife of Risinth	0	dp04			h12,p13		
3	Iron Shield of Old	0		h10,d10		h12,p12		
4	Dwarven Ring of Durin's Tribe(M	0						
5	Magic Ring of Enigma	0	wh.01					
6	Nasty Slimy Thing	0	dp04			h13,p16		
7	Evil Things Lingerin	0	weigl	h09,p12		x		
8	Eddy in Fate's Tide	0	pd11	h11,d11		h19,p20		
9	Circle of Swords	0	pd07	h09,x10		h15,d16	h24,d24	
10	Circle of Swords	0	pd10	h10,x10				
11	I'll Be At Your Heels	0	dp04			h17,d18		
12	Secrets of Their Forging	0	pd15			h18,d18	h24,d24	
13	Weigh All Things to A Nicety	0	pd06			h16,p17		
14	Out He Sprang	0	pd05	h07,d12		h12,p12		
15	Strangling Coils	0		pd18		h18,d19	h20,d20	
16	Roam the Waste	0	ex2				h19,p21	
17	Roam the Waste	0	ex2				h19,d21	
18	Roam the Waste	0	ex2				h21,p22	
19	Heart of Dark Fire	0	ex2				h24,d24	
20	Heart of Dark Fire	0	ex2				h24,d24	
21	Heart of Dark Fire	0						
22	Master of Dread and Fear	0	dp04					
23	Ghash!	0	pd13			h17,p17	h23,p23	
24	Ghash!	0	pd13			h17,p17		
25	Ghash!	0	pd13			h18,d19		
26	Cursed Spell-Bead	0	out17			h18,p19		
27	The Dark Days	0	out17			h18,p18		
28	Death wind	0	bane07			h12,d13	h22,p22	
29	Death wind	0	ex1			h13,d13	h23,p23	
30	Fell Winter	0	ex1			h12,p12		
31	Snowstorm	0	ex1			h15,d15	h21,p21	h23,p23
32	Long Winter	0	ex1			h17,d17	h22,p22	
33	Bonds of Winter	0	ex1			h14,d15	h22,p23	
34	Bonds of Winter	0	ex1			h17		
35	Awaken Minions	0	out.0	h06,d08		h14,d14	h20,d20	
36	Awaken Minions	0	out09	h10,p10		h17,d17	h22,p22	
37	Trouble on All Borders	0	ex1			h14,p14		
38	Trouble on All Borders	0	ex1			h16,d16		
39	Trouble on All Borders	0	ex1					
40	From the Pits of Angband	0	ex1			h14,p14	h22	

START		0						
	Agog	0	start					
	Mountain-maggot	0	start					
	Crook-legged Orc	0	start	k04				
	Old Troll	0	start	k07				
	Hill-troll	0	start					
	Orc brawler	0	start	d08				
	Miner's Pick	0	start				h19	
	Gangways Over the Fire	0	start					
	Whispers of Rings	0	start					
	Unhappy World							
	Great Troll							
	No More Nonsense							

1	Durlach	1	h02,p03	x	x		
2	Durlach	1	h04,p04	h14,u15	h21,u21		
3	Durlach	1	h07,d07	h15,d15	h22		
4	Durlach	1	h11,u11	h15,d16	h24		
5	Lugronk	0	h02,c weigh08,p	x			
6	Troll-Chief	0	s01,p02		h21,d21		
7	Crook-legged Orc	0	h02,p04	d14	h22,d22		
8	Crook-legged Orc	0	h07,c p10	k17			
9	Ice-Troll	0	h10,d10	pd12, p1	k14		
10	Orc Shaman	0	h07,p08		h19,p21		
11	Hill-troll	0	h10,d10				
12	Goblin-Miner	0	h02,p p09	x	h20,r	k23	
13	Goblin-Miner	0	h04,d04	h16,d16			
14	Orc brawler	0	h08,d08	h16,d16			

number of hazards played					
*outpost*	8		0	Doors of Night	
Twilight	0		6	Lure of Expedience	
Daelomin Ahunt	1		1	Cursed Spell-Bead	
Ando-anca Ahunt	2		0	Spirit Crime	
Corlagon aHunt	2		4	Arda Marred	
Gondring at Home	2		0	Morgoth's Ring	
Lomaw at Home	1		1	The Dark Days	
Lindor's Bane	1		2	Death wind	
Gondring	0		2	Fell Winter	
Ningarach	1		2	Snowstorm	
Stirring Bones	0		1	Long Winter	
Hibernating Troll	1		3	Bonds of Winter	
Lossandamundar	1		1	Jäänainen	
White wolves	4		2	Great Secrets Buried There	
Wargs	2		0	Arouse Minions	
Snow elves	1		1	Awaken Minions	
Lossadan Hunters	1		2	Incite Minions	
Cardolanian Whalers	3		1	Trouble on All Borders	
			2	From the Pits of Angband	

First 20 turns, played 44 hazards. Last 4 turns, played 21.

Played 24 against main hazard opponent. Agent actions: 2

t20	t24	M	ag
44	21	24	2

  

	play	bc	stk	cc
	<b>Durlach</b> p03,		5	
	Lugronk p11,		6	4
	Agog s00,		26	2
	<i>Troll-Chief</i> p02,d10	1	6	
	<i>Crook-legged Orc</i> s00,k04	4	8	2
	<i>Crook-legged Orc</i> p10,d14,k17	1	5	
	<i>Crook-legged Orc</i> p23,			
	<i>Ice-Troll</i> p12,k14	2	2	
	<i>Orc Shaman</i> p08,p21,d23		1	1
	<i>Old Troll</i> s00,k07	2	4	
	<i>Hill-troll</i> s00,k01	1	3	
	<i>Hill-troll</i> p14,		8	
	<i>Goblin-Miner</i> p09,k23	1	5	2
	<i>Goblin-Miner</i> p22,	1	1	
	<i>Orc brawler</i> s00,d08	2	10	
	<i>Orc brawler</i> p15,	1	3	
	<i>Mountain-maggot</i> s00,k01	1	2	
	ETL p12,		4	
	Nasty p16,		2	

	DURLACH		T1	T2	T3	T4	T5	T6	T7	T8	T9	T10
11	Vidugavia		Wild Trolls									Ice Giant
12	Saruman		Wargs	Long Dark F	Uiendarlaif							
13	Denethor	x										
14	Theoden	x										
21	Saruman		Dire Wolves	Long Dark F	Wolves	Power Built By Waiting						
22	Theoden		Outpost									
23	Denethor											
24	Vidugavia											
31	Denethor	x										Snow elves
32	Vidugavia	x										
33	Theoden	x										
34	Saruman	x										
41	Theoden	x	Lure of Expedience								x	
42	Saruman	x										
43	Vidugavia	x										
44	Denethor		Errand-riders of Gondor									
51	Balin		Marsh-drake								x	
52	Gandalf		Wandering Eldar									
53	Elrond	x										
54	Cirdan		Tidings of Bold Spies									
61	Gandalf	x										Summons F
62	Cirdan	x										
63	Elrond	x										
64	Balin	x										
71	Elrond		Wandering I	Elven Custo	Outpost							
72	Balin		agent heal	Durin's Folk	Incite Denizens							
73	Cirdan											
74	Gandalf											
81	Cirdan		Outpost									
82	Gandalf	x										
83	Balin		Incite Deniz	Arouse Denizens								
84	Elrond											
91	Thrain	x									x	
92	Radagast	x										
93	Galadriel	x										
94	Thranduil	Twilight										
101	Radagast		Old Man Willow								x	
102	Thranduil	x										
103	Galadriel	x										
104	Thrain	x										
111	Galadriel		Aware of Th	Despair of th	Shut Yer Mouth							
112	Thrain		Outpost									
113	Thranduil		Wake of War									
114	Radagast											
121	Thranduil		Black Vapor	King-spider							x	
122	Radagast	x										
123	Thrain		Nameless Thing									
124	Galadriel	x										

Total Regions		72	0	0	18	10	0	0	0	0
			fd	bl	w	w2	w3	j	t	t2
23	0	2	0	7	5	4	1	2	0	
sl	dd	c	c2	ud	ud2	ud3	ud4	ud5	ud6	

131	Valdacli		Tidings of B	Outpost								True Spirits
132	Pallando	x										
133	Guild	x										
134	Imrahil	x										
141	Pallando		agent move									Death Wind
142	Imrahil	x										Snow elves
143	Guild	x										Nameless T
144	Valdacli	x										
151	Guild		Outpost									Ice Giant
152	Valdacli	x										Ice Giant
153	Imrahil	x										
154	Pallando	x										
161	Imrahil	x								x		
162	Pallando	x										
163	Valdacli	x										
164	Guild	x										
171	Evermist		Marsh-drake	Outpost	The Way Is	Lure of Natu	Crebain					
172	Thorin	x										
173	Dain	x										
174	Alatar		Dragon's Br	Winged Fire-drake								
181	Thorin	x										
182	Dain	x										
183	Alatar	x										
184	Evermist	x										
191	Dain	x										
192	Alatar	x										
193	Evermist	x										
194	Thorin	x										
201	Thorin		Outpost									
202	Dain											
203	Alatar											
204	Evermist		Lossadan Hunters									
211	Evermist		Summons fr	Lossandami	crebain							
212	Thorin		Summons from	Long Sleep								
213	Dain											
214	Alatar											
221	Evermist		Rolled down	agent move	Summons from	Long Sleep						
222	Dain											
223	Alatar											
224	Thorin											
231	Evermist		agent move									
232	Alatar		Winged Col	Winged Cold-drake								
233	Thorin		outpost	Winged Fire	Bring Our Curses Home							
234	Dain		Ando-anca	Frenzy of Madness								
241	Evermist		Lure of Nature									
242	Thorin											
243	Dain											
244	Alatar											
		1-4	5-8	9-12	13-16	17-20	21-24		creatures	hazards	agent	
	FIRST	6	5	6	4	6	8		30	70	4	
	division	11	12	9	4	9	16					
	main	2	1	0	6	0	0					

Turn summary

FIRST = first hazard player

Division = first four hazard players

Main=main hazard player in first 16 turns; far right side

X=given hazard limit but used none of it.

DURLACH	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7				
Gandalf	0	0	0	0	0	Great Sec	Arda Mari	0	0	0	0	0	0	0	0	0	0	0	0	0				
Elrond	0	0	0	0	0	0	0	0	0	0	Lindor's B	0	0	0	0	0	0	0	0	0				
Cirdan	Lomaw at	0	0	0	0	Cardolani	0	0	0	0	0	0	0	0	0	Arda Mari agent play	0	0	0	0				
Balin	0	0	0	0	0	0	0	0	0	0	Daelomin	0	0	0	0	0	0	0	0	0				
Radagast	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Lure of Ex	Lure of Ex	0	0	0				
Galadriel	0	0	0	0	0	Outpost	Awaken M	0	0	0	Corlagon	0	0	0	0	0	0	0	0	0				
Thranduil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Incite Mini	Fell Winte	0	0	0				
Thrain	Ando-ance	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Alatar	0	0	0	0	0	0	0	0	0	0	Cursed S	0	0	0	0	0	0	0	0	0				
Evermist	outpost	0	0	0	0	Ningaract	0	0	0	0	0	0	0	0	0	Corlagon	0	0	0	0				
Thorin	White wol	Gondring z	Bonds of	Outpost	0	The Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Dain	0	0	0	0	0	0	0	0	0	0	Gondring	0	0	0	0	0	0	0	0	0				
Pallando	0	0	0	0	0	0	0	0	0	0	agent mov	0	0	0	0	0	0	0	0	0				
Guild	0	0	0	0	0	Outpost	Outpost	0	0	0	0	0	0	0	0	Incite Mini	0	0	0	0				
Imrahil	0	0	0	0	0	Arda Mari	Trouble or	From the	0	0	0	0	0	0	0	0	0	0	0	0				
Valdacli	0	0	0	0	0	0	0	0	0	0	Wargs	0	0	0	0	Arda Mari	0	0	0	0				
Saruman	0	0	0	0	0	Lure of Ex	Great Sec	0	0	0	0	0	0	0	0	0	0	0	0	0				
Denethor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
Theoden	Wargs	0	0	0	0	0	0	0	0	0	outpost	Lure of Ex	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	0	0	0	0				
EVERMIST	0	0	0	0	0	0	0	0	0	Jäänainer	0	0	0	0	0	0								
5th hazard player	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								
	0	0	0	0	Lossanda	0	0	0	0	0	0	0	0	0	0	0								
	White wol	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								
Last 4 Turns																								
EVERMIST	Lossadan	Cardolaniz	Cardolani	Snowston	0	0	0	0	0	0	0	0	0	0	0									
	Death win	White wol	Fell Winte	Long Win	Bonds of	0	0	0	0	0	From the	Lure of Ex	Lure of Ex	0	0									
	outpost	Bonds of V	Death wir	0	0	0	0	0	0	0	0	0	0	0	0									
	Snow elve	White wol	Jäänaine	0	0	0	0	0	0	0	0	0	0	0	0									
Alatar	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	Snowston	0	0	0	0	0	0	0	0	0				
Dain	Hibernatin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Ando-anc	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	killed=Hill Troll Killed=Maggot	6	EM	sl-w		3	11			Ruins	Kylmätaalo						
2	Troll-chief	4 2	Kylmätaalo EM		Prone to Violence The Well		2 1			Ruins Ruins	Kylmätaalo Amon Anlug	trolls	Black-mail Coat				
3	avatar	2 4 2	EM Kylmätaalo Amon Anlug	w-sl w-w-sl			3 4 1			haven haven haven	EM EM EM						
4	Crooked, killed=Crooked	3 4	EM EM	sl-w2			1 2	2	Crept Along Cleverly	haven Lair	EM Canadras	dragon			Roused Foe Dismayed		
5		2 3 2	EM Canadras EM	w2-sl-w2 sl-w2			5 2		Foe Dismayed	haven Ruins Ruins	EM Ei Missa Ei Missa						
6		2 5	EM Ei Missa				2			haven Ruins	EM Ei Missa	wolves				Maker's Map	
7	prisoner=Crooked killed=Old Troll	2 3 2	EM Ei Missa Ei Missa	w2-sl-c-w w2-w			5 1 2			haven Ruins Ruins	EM Bernastath Maglgoldh's Cave	men	Black-mail Coat				
8	Shaman bc.discard=Brawler	2 2 2	EM Bernastath Maglgoldh's C	w-w w-sl			1 2			haven Ruins haven	EM Amon Anlu EM	drake	Bloodspike				
9	Miner	2 2 2	EM Amon Anlug EM	w-c-sl ud				1	Voices of Malice	haven haven haven	EM EM uForges						
10	og.discard=Troll Chief played Crooked	2 2 2	EM EM uForges		The Prison's Spell is Fading Obey Him or Die		3 1			haven Ruins haven	EM Orod Certh EM	spirits				Maker's Map	
11	Lugronk	4 2 2	EM Orod Certhas Evermist	w2-sl w-sl						haven haven haven	EM EM EM						
12	Ice-Troll	5  9	EM  EM							haven  SH	EM  Remains						Evil TL Voices of

avatar	character	HL	Site	OO	sitepath	ORG/LONG	bc	stk	cc	site type	site move	AA	item	item	faction	mission	ally
13		2	EM														
		4	EM		sl-w2		2	8		Foe Dismayed	Ruins	Orod Certh	spirits	Runeknife of Risinth			
		6	Remains		ud2					Great Fissure	Ruins	uVaults	undead	Broad-headed Black-mail Coat			
14	Hill Troll	2	EM								haven	EM					
	discard.bc=Crooked	3	Orod Certhas		w2-sl		2	3			haven	EM					
	bc.killed=IceTroll	6	uVaults		ud2	The Under-Roads		5		Crept Along Cleverly	Ruins	uGrottos	orcs	Broad-headed Spear			
15	Brawler	2	EM			Voices of Malice					haven	EM					
		2	EM		SL			2	1		SH	Pendrath na-Udûn					
		12	uGrottos		ud4					Voices of Malice	haven	EM					
16		2	EM								haven	EM					
		2	Pendrath na-Udûn							Crept Along Cleverly	SH	Pendrath na-Udûn	drake		ice Drake	Foe Dismayed	
		20	EM		ud5	Obey Him or Die			1		SH	Cobalt	orcs			Nasty ST	
						The Under-Roads											
17		2	EM		ud2			2			SH	Pits of Ang	drake, dra	Hammer of Morgoth			
		2	Pendrath na-Uc		sl			2			SH	Mornost					
	bc.killed=Crooked	20	Cobalt		ud5	The Under-Roads	2	11		Voices of Malice	Ruins	Ancient M	spawn		Gold Ring that Sauron Fancies		
18		2	Pits of Angbank		ud						haven	uForges					
		2	Mornost					4			SH	Mornost	orcs, orcs		O Bleak M		
		6	Ancient Maze		ud2				1		haven	EM					
19		2	uForges		ud						haven	EM					
		2	Mornost		sl						haven	EM					
		3	EM						1		haven	EM			test=MR.enigma		
20		3	EM		sl-w	Roam the Waste		3			Ruins	Linnarthur	maia				
		4	EM		ud				5		haven	uForges				Eddy in Fate's Tide	
21		3	Linnarthurras		w-sl	Roam the Waste		4			haven	EM					
		3	uForges		ud2			5			SH	Leas					
	Shaman	2	uForges								haven	uForges					
22	Miner	3	EM		sl-w	Roam the Waste		2		CvCC with Evermist	Ruins	Kylmätalo	trolls	Foe Dismayed			
		2	EM		ud						haven	uForges					
		9	Leas		ud3					Voices of Malice	haven	uForges					
		2	uForges		ud						haven	EM					
23		2	Kylmätalo		w-sl					Voices of Malice	haven	EM					
		2	Kylmätalo					2		Throkmau starts CvCC	Ruins	Kylmätalo	trolls				
	Crooked, bc.killed=Miner	15	uForges		ud3	The Under-Roads	2	2		Crept Along Cleverly	Ruins	Wind			Maker's Map		
	discard.org=Shaman									Great Fissure							
24		2	EM							Throkmau starts CvCC	haven	EM					
		2	Kylmätalo		w-sl						haven	EM					
		12	Wind		ud3	The Under-Roads					haven	uForges					
						The Under-Roads											
		258			45		18	99	13		*haven*	f	bh	*Ruins*	Lair	*SH*	*DH*
		hl			moves		bc	stk	cc	66	39	0	0	18	1	8	0

	top							MP	DP	AVATAR							
	1	x-Hill Troll, x-Maggot		EM			Kylmätalo	5	86								
	2	troll chief		EM	EM		Kylmätalo	4	80		coat						
	3	avatar	EM	Kylmätalo	Amon Anlug	EM	EM	7	67	pd							
	4	Crooked	EM	EM	EM		Canadras	7	59	dp							
	5			Canadras	EM		Ei Missa	10	50								
	6		EM	Ei Missa		EM	Ei Missa	10	45	pd	Maker's Map						
	7		EM	Ei Missa		EM	Bernastat	8	39		crooked+Miner pick+Map taken prisoner					Black-mail Coat	
	8	Orc Shaman	EM	Bernastat	Magloglodh's Cave	EM	Amon Anl	7	31		Bloodspike						
	9	Goblin-Miner	EM	Amon Ank		UF	EM	10	24	pd							
	10			EM	UF	EM	Orod Cer	10	17	pd	Maker's Map						
91	11	Lugronk		Orod Cer	EM	EM	EM	9	5	pd							
	12	Ice-Troll		EM	EM	EM	EM	Remains	12	90	dp	Evil Things Linging		Iron Shield of Old			
	13			EM	Remains		Orod Cer	Vaults	17	73		Runeknife of Risinth		Broad-headed Spee	Black-mail Coat		
	14	Hill-troll		Orod Cer	Vaults	EM	EM	Grottos	22	64		Broad-headed Spear					
	15		EM	EM	Grottos	EM	Pendrath	EM	22	49	pd						
	16		EM	Pendrath	r	EM	Pendrath	Cobalt-D	22	41	pd	Ice-drakes of the Ered Úmarth		Nasty Slimy Thing			
	17		EM	Pendrath	r	Cobalt-D	Pits	Mornost	27	23	stk2	Hammer of Morgoth		Gold Ring that Sauron Fancies			
89	18		Pits	Mornost	Maze	UF	Mornost	EM	28	7	pd	Orcs of the Bleak Mountains					
	19		UF	Mornost	EM		EM	EM	29	89							
	20		EM	EM	EM		Linnarthurras	uForges	29	79	stk						
	21	Orc Shaman		Linnarthurras	uForges		EM	Leas	32	73	pd,stk						
	22	Miner		EM	Leas	uForges	Kylmätalo	uForges	33	62	pd,stk						
	23			Kylmätalo	uForges	uForges	EM	EM	Kylmätalo	Wind	33	44		Maker's Map			
	24		EM	Kylmätalo	Wind		EM	EM	uForges		34	33	pd				
									30	15							

	Dead Creatures	<a href="#">top</a>				
t01	Mountain-maggot	saruman		wargs		
t01	Hill-troll	evermist		ice giant		
t04	Crook-legged Orc	denethor		errand riders		2 strikes
t06	Canadras Roused	gandalf		sacrifice of form		
t07	Old Troll	balin		durin's folk		naugrim
t11	An Unexpected Outpost	galadriel		aware		
t14	Ice-Troll	evermist		snow elves		
t17	Crook-legged Orc	evermist		agent attack		
t17	White wolves	thorin		good rools		
t20	Gondring at Home	cirdan		anglachel		
t21	Corlagon aHunt	alatar		pits+MFHF+RB		
	Goblin-Miner					
	Ando-anca AHunt					

[top](#)

496	3	7	11	12	13	15	16	17	18	19	20	21		
	hl	moves	bc	stk	cc	haven	f	bh	Ruins	Lair	SH	DH	SITES	hl/site
Necro (2)	92	27	0	11	13	9	9	5	3	0	1	10	37	2.5
Witchking	145	41	16	91	19	33	4	3	3	1	5	6	55	2.6
Dwarf	179	36	14	142	39	14	3	2	37	2	2	0	60	3.0
Ardagor	176	45	17	100	22	0	2	1	20	0	36	1	60	2.9
Azog	154	41	18	82	19	8	1	2	3	8	34	4	60	2.6
Khamual	138	43	13	82	31	37	1	8	10	1	3	2	62	2.2
Mouth	150	35	31	132	23	23	3	1	12	1	10	0	50	3.0
Felagrog	351	44	24	144	23	27	0	1	13	0	13	9	63	5.6
Fankil	185	36	14	76	10	17	1	2	20	2	14	1	57	3.2
Durlach	190	44	18	99	13	39	0	0	18	1	8	0	66	2.9
Smaug	192	54	13	31	35	46	2	4	4	14	1	0	71	2.7
Throkmaw	180	36	11	77	11	27	1	0	11	11	14	0	64	2.8

670	fd	bl	w	w2	w3	j	t	t2	sl	dd
93 Necro (2)	1	13	21	0	0	0	0	0	29	27
123 Witchking	3	11	26	0	0	0	0	0	47	34
100 Dwarf	2	2	75	0	0	0	0	0	13	0
87 Ardagor	0	0	68	0	0	0	0	0	4	0
106 Azog	0	17	22	2	0	0	0	0	31	34
148 Khamual	0	18	34	4	0	0	0	0	40	52
91 Mouth	0	17	34	0	0	0	0	0	13	27
60 Felagrog	0	4	11	0	0	0	0	0	6	1
71 Fankil	0	3	12	11	0	0	0	0	24	0
72 Durlach	0	0	18	10	0	0	0	0	23	0
100 Smaug	0	1	83	5	0	0	0	0	10	0
77 Throkmaw	0	2	17	25	0	0	0	0	31	0

670	25	26	27	28	29	30	31	32
	c	c2	ud	ud2	ud3	ud4	ud5	ud6
Necro (2)	2	0	0	0	0	0	0	0
Witchking	0	0	2	0	0	0	0	0
Dwarf	8	0	0	0	0	0	0	0
Ardagor	2	0	13	0	0	0	0	0
Azog	0	0	0	0	0	0	0	0
Khamual	0	0	0	0	0	0	0	0
Mouth	0	0	0	0	0	0	0	0
Felagrog	0	0	26	6	3	2	1	0
Fankil	0	4	9	6	2	0	0	0
Durlach	2	0	7	5	4	1	2	0
Smaug	1	0	0	0	0	0	0	0
Throkmaw	0	2	0	0	0	0	0	0

## OVERVIEW

Durlach gained 30 MPs and missed a slot in the Power Decks. Elves of Evermist gained 31 MP. Five MPs were lost from CvCC through Throkmau's use of Hunters and Slayers. All the characters were played. The avatar moved to three non-haven sites. Card draw was very good and MP gathering was at 27 after 16 turns. There were many creatures faced, 30, that caused a few turns sitting at a site. About a quarter of the moves were in the Under-deeps. I like to have that at 40%. CvCC against Evermist occurred once. The prison feature is not that much of a burden since many characters will be killed during the first deck and Durlach is not expected to move. Master of Dread and Fear's +5 GI is highly useful. Hazard play was mixed. 106 draws were made from the starting cards and 39 were discarded from hand. Only two hero players did not face a hazard from Durlach.

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## MAJOR NEWS

Three CvCC were enjoyed. 13 Hoard Points were stored. A Roused dragon was played early, but visited soon by Gandalf with his grey form. The game flowed well. Use of Prison's Spell is Fading was acceptable. Prone to Violence was played by Durlach, which caused failure.

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## STATS

99 strikes were rolled for this player with 37 strikes rolled for last 8 turns. 18 body checks resulted in 7 deaths and 2 discard. Two were taken prisoner. 13 corruption checks were made. Agog was never wounded and rolled 26 strikes. No other character had more than 10.

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This player faced 30 creatures from 70 hazards, but 4 were agent actions. There were 44 moving companies and 66 total companies. Average hazard limit was 4.3 (first move HL); that is high. About 72 movements were made including 19 Under-deep movements and through 18 Wildernesses, 10 Double Wildernesses, and 23 Shadow-lands. Creatures faced were of many kinds, but 9 were dragons/drakes. He had 39 site phases at a haven. 18 were at Ruins, 1 Lair and 8 Shadow-holds.

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## DECK PLAY

First deck exhausted on Turn 11. Second deck exhaust on 18. First deck shuffled 8.1 cards and drew 11 cards/turn. Second deck shuffled 11 cards and drew 12 cards/turn. Third deck shuffled 7 cards and drew 12 cards/draw. The game ended with 15 cards in the play deck. 17 sites were tapped or otherwise used. Six of those sites were in the Under-deeps (Maze, Cobalt, Grottos, Vaults, Pits, Remains). The first under-deeps site to tap occurred on Turn 12. The updated deck also has Durlach first moving at this time. Therefore, removing movement restrictions is not that useful.

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## CHARACTERS play

Elves of Evermist were a pain; played 7 creatures against in first 16 turns.

Durlach, played on turn 3. Rolled 5 strikes.

Lugronk, played Turn 11, Rolled 6 strikes and 4 cc.

Agog, started. Rolled 26 strikes, rolled 2 cc. Faced 6 strikes 12+ prowess or more (2 in CvCC).

Troll-Chief, played Turn 2, discarded by choice on Turn 10. Rolled 6 strikes and 1 bc.

Crook-legged Orc, started. Killed Turn 4. Rolled 8 strikes, 4 bc.

Died by facing both strikes from Errand-riders of Gondor.

Crook-legged Orc, played Turn 4. Prisoner by Turn 7 by Elven Custody and Wandering Eldar, killed Turn 17. Rolled 5 strikes, 1 bc.

Crook-legged Orc, played Turn 23.

Ice-Troll, Played Turn 12, killed 2 turns later. Rolled 2 strikes and 2 bc.

Killed by Snow-elves and while wounded.

Orc Shaman. Played Turn 8.

Old Troll, started. Killed on Turn 7. Rolled 4 strikes and 2 bc.

Faced 4 strikes from Durin's Folk+Naugrim.

Hill-troll, started. Killed on first turn. Rolled 3 strikes and 1 bc. Killed by Ice-Giant.

Hill-troll, played Turn 14. Rolled 8 strikes. Taken prisoner by Throkmaw during Turn 23.

Goblin-Miner, played Turn 9, killed on Turn 23. Rolled 5 strikes and 1 bc.

Killed by Winged Cold-drake.

Goblin-Miner, played Turn 22.

Orc brawler, started. Discarded on Turn 8. Rolled 10 strikes and 2 bc. Faced both strikes from an Arouse and Incite Denizen Amon Anlug AA.

Orc brawler Played Turn 15. Rolled 3 strikes.

Mountain-maggot, started. Killed first turn. Rolled 2 strikes and 1 bc.

Bad rolled killed by Wolves.

Nasty Slimy Thing, played Turn 12. Rolled 4 strikes.

Evil Things Lingering, played Turn 16. Rolled 2 strikes.