

THRAIN-DEEPS

40power

| | | | |
|----------|----|----------------------|---|
| C | 7 | Iron Hill Dwarf-hold | <u>RESOURCE DECK/HAZARD DECK</u> |
| I | 9 | Iron Hills | 40 cards in R. deck, 03 R. cards in sideboard |
| F | 4 | vs Throkmau | 40 cards in H. deck, 00 H. cards in sideboard |
| A | 1 | Northern Waste | 3 cards in sideboard |
| M | 1 | Past Treasures | 10 characters in deck |
| K | 10 | Dragons | 56 starting cards |
| | | | 20 creatures |
| | | | 149 TOTAL CARDS |

Deck Outline

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Lord Thrain

White Council

OVERVIEW

Lord Thrain has retaken Moria. Yet, his grudge against Felagrog burns as hot as Aule's forge. Rest will not be felt by the Longbeards until that balrog is no more. Thorin and Balin will hunt for the balrog in the under-deeps Lord Thrain will journey with Dain in the under-deeps or on the surface to find the balrog. Many items of power and wealth will help the bearded folk.

A dwarven ring, Last of the Seven, will find minor items to feed the smoldering hate. Stones of light will guide travels underground. Hoard items wither valiant swords, adamant helmet or habergeon of silver protect the mind and body. Durin's Crown is worn by Thorin who is also King Under the Mountain radiating as a trusting counselor with 14 mind of followers. Stonehelm has a Mithril Map dagger of westernesse to slice spawn. Bahadur is there When I Know Anything to help the corruption-burden kin. Nali covers his face with the Khazad-Shathur. Balin carries the Arkenstone to be a Jewel-healer. Five dwarves in his company have 9 body stat. Thus a wounded dwarf has 8 body allowing a 11 or 12 jewel-healer roll to kill. Norin has a Mithril Map Dwarven Axe for 10 prowess against Orcs. Children of Aule helps them immensely. They will use fungi, secret ways, new tunnels and gnawed ways to move into dark tunnels or use ancient stairs. Borin Dain have valiant sword. Frar has habergeon of silver. Lipor has a war-mattock.

Five dwarf factions will return to Azanulbizar annihilating any minion without sight of Silvertine. Moria and a Lair-turned-dwarf-hold will become Lordhavens either to help other hero players or have locations to focus on other minion avatars.

Card draw will be quicksilver fast. Warm Now Be Heart and Limb and A Friend or Three will help wounds or corruption checks. You may even influence away minion dwarves. Hundreds of Butterflies will not nudge the already high company size. Many stage events or Old Grudge

will stay in play once play. This worries me with one-dimensional game play. I thought about increasing deck size to 50.

Hazard creatures are there to tap allowing you to assign strikes in combat. Undead, Pukel-men or dwarves will hound minions on the open road or inside holes. You want to enhance shadow-hold and dark-hold automatic-attacks. Which has by chance Gandalf and Thrain as friends in the same group for the last four turns. Can you imagine a minions's Shelob's Lair have 4 strikes at 19 prowess spider attack? Move Lord Thrain there engaging with Felagrog with Awaken the Earth's Fire for 4 strikes with 21 prowess? Now put in Eye of Sauron for +3 prowess to boost automatic-attacks.

RESOURCES (40-3-37)

| | | | |
|-----|----|---------------------------------|-----|
| 2 | -1 | Noldo-Lantern | |
| 2 | -1 | Dwarven Lightstone | |
| 2 | -1 | Dwarven Lightstone | |
| 5 | -1 | Arkenstone | |
| 4 | -1 | Durin's Crown | |
| | -1 | Dwarven Ring of Thelor | |
| 3 | -1 | Khazad-Shathur | |
| 2 | -1 | Valiant sword | |
| 2 | -1 | Valiant sword | |
| 2 | -1 | Habergeon of Silver | |
| 2 | -1 | Habergeon of Silver | |
| 2 | -1 | Dwarven Axe | |
| 2 | -1 | War Mattock | |
| | -2 | Adamant Helmet | |
| * | | Dagger of Westernessee | |
| | -1 | Miner's Pick | |
| * | | Cram | |
| * | | Miruvor | |
| 1 | | Precious Gold Ring | |
| 3 | | Fungi | |
| | -2 | Dwarven Chainshirt*TestL | |
| | -5 | Returned Exiles | |
| | -4 | Ironfists | |
| | -1 | Iron Hill Dwarves | |
| 4 | | Folk of Durin | sp2 |
| 1 | | Mornaugrim | |
| 1 | -1 | When I Know Anything | |
| 1 | -1 | Reforging | |
| 1 | -1 | No Strangers At this Time | |
| 1 | -1 | No Strangers At this Time | |
| 1 1 | | Map to Mithril | |
| 1 | -1 | Map to Mithril | |
| 2 | -2 | Return to Old Dwellings | |
| 3 | -3 | Hall of Khazad-dûm | |
| 5 | -5 | Reconquest of Khazad-dûm | |

7-0-29

| | | | |
|----|----|----------------------------|------|
| 2 | | The Dwarves are Upon You | |
| 2 | | Marvels Told | Sa |
| 2 | | Warm Now Be Heart | Sa-r |
| 3 | | A Friend of 3 | |
| 1 | | Gates of Morning | |
| 1 | | Dwarven Hoard | |
| 3 | | Hundreds of Butterflies | |
| 1 | | Once It Got Away | |
| 1 | | Ancient Stair | deep |
| 1 | | Secret Ways | deep |
| 2 | | Into Dark Tunnels | deep |
| 1 | | Dry Tunnels | deep |
| 1 | | Children of Aule | le |
| 1 | | Old Grudge | pe |
| 1 | | Draw Swords Together | pe |
| | -1 | An Unexpected Party | pe |
| | -1 | Clan Bonds | pe |
| | -1 | Dwarven Art of War | comm |
| | -1 | Clad in Mailshirts | comm |
| 1 | | Smoke Rings | |
| x3 | | Long bottom Leaf | |
| 1 | | Azanulbizar | |
| 1 | | Dwarven Warhosts | |
| 1 | | Axes of the Dwarves | |
| 1 | | New Tunnels | |
| 1 | | Gnawed Ways | |
| 1 | | Setting Up on His Own | sp3 |
| 1 | | A Merrier World | sp2+ |
| 1 | | Clad for War | sp2+ |
| 1 | | Dwarven Galleries | sp2 |
| * | | Jewel-Healer | sp2 |
| * | | Last of the Seven | sp2 |
| * | | Durin's Day | sp1* |
| | -1 | Son of Thrór | sp1 |
| | -1 | Lord of Dwarrowdelf | sp3 |
| * | | Trusted Counselor | sp1 |
| 1 | | Guarded Haven (Moria) | sp1 |
| 2 | | Mining Settlement | sp1* |
| | -2 | Deep Mountain Fortress | sp2 |
| | -2 | Deep Mountain Fortress | sp2 |

33-3-8

HAZARDS(40/00)**20/0**

| | | | | | | | | |
|---|--------------------|--------|----|---|----|---|--------|----------------|
| 2 | Dragon Hunters | dwarf | 1* | 4 | 8 | x | nHaven | Lair/Dwarfhold |
| 2 | Durin's Folk | dwarf | 2* | 5 | 8 | x | | BL, W |
| 2 | Dwarven Travelers | dwarf | 1* | 3 | 8 | x | bh, rl | BL, W |
| 2 | Dwarven War Party | dwarf | 3* | 3 | 11 | 5 | | |
| 2 | Silent Watcher | pukel | 1 | 1 | 8 | x | sh, dh | |
| 2 | Pukel-men | pukel | 1 | 2 | 11 | x | sh, dh | |
| 2 | Ghosts | undead | 1 | 5 | 7 | x | sh, dh | SL, DD |
| 2 | Chill Douser | undead | 1 | 3 | 8 | x | rl, sh | |
| 2 | Stirring Bones | undead | 1 | 2 | 9 | x | rl, sh | WW, SL, DD |
| 2 | Wisp of Pale Sheen | undead | 1 | 1 | 6 | x | rl, sh | W, SL, DD, CS |

20/0

1 Twilight

2 So You've Come Back

1 Shut Yer Mouth

1 Too Much to Ask

1 Capricious Spirit

1 Glance of Arien

1 Fled into Darkness

2 Arouse Minions S.auto

2 Awaken the Earth's Fire S.env

1 Pit Trap P.site-attack

1 Naugrim P.attack-body, dwarf

3 Like Shreds of Cloud P.attakc-immune, undead

1 All Dead, All Rotten P

1 The Way is Shut L

1 No More Would Come P

3 ~~An Unexpected Outpost~~

SITES

IH Iron Hill Dwarf-H

| | | | | |
|------|----------------------|--|------------------|------------------------|
| SR | Gyogorasag Sanctuary | heal | x | |
| IH | Barak Shathur | minor* | | |
| Eo | Nurunkizidin | | | |
| SR | Strayhold | Info, m, M | men | |
| Do | Shrel-Kain | | | |
| Do | Riavod | m | men | |
| MM | Sonondor's Mound | m& | animal.1w9 | &GOM/DON |
| WF | Hermit's Hill | m | men | x |
| En | Isildur's Tomb | m | animal.1w11 | minor |
| AV | Gladden Fields | ring | undead | x |
| | Durin's Tower | Info | trap.2w7 | Map to Mithril |
| GI | Glittering Caves | m, M | pukel | |
| | Gem-Deeps | m, M, ring | undead.3s9p | |
| BL | Bandit Lair | m, ring | men | |
| Da | Amon Lhaw | Info | special | |
| SR | Buhr Widu | m, M | troll | x |
| GR | Tol Buruth | m, M, ring | men | hoard |
| EL | Oraishapek's Mound | m, M* | undead.1w12 | hidden(LK,Sc) |
| UD | Mines FalekDim | m, M, ring | undead, (shadow) | |
| | Gaurblog Lug | Nurunk-8, Rusted-8, Sulfur-6, Courts-8 | | |
| UD | Rusted-Deeps | m, M | drake, (shadow) | Deep Mountain Fortress |
| | Iron-8 | Wind-9, Cobalt-8, Kheledkhizdin-8 | | |
| UD | Wind-Deeps | m, M | orcs, (shadow) | |
| | Throne-0 | Leas-6, Cobalt-5, Rusted-9 | | |
| UD | Under-Grottos | m, M, ring | orcs, (shadow) | |
| | Goblin-0 | Leas-8, Gates-8 | | |
| Eo | Gaurblog Lug | m, M, ring | orcs.3w8 | gold ring |
| UD | Cobalt-Deeps | m, M | orcs, (ruins) | |
| | Kula-0 | Wind-5, Rusted-8 | | |
| UD | Under-Gates | m, M, G, ring | Balrog, (ruins) | |
| | Moria-0 | Sulfur-5, Gem-6, Caves-6, Grottos-8, Leas-6 | | |
| UD | Sulfur-Deeps | m, M, G | trolls, (shadow) | |
| | Guldur-0 | Gates-5, Pukel-9, Galleries-9, Courts-5, Falek-6 | | |

* battle gear only

+ hoard

CHARACTERS-10

16-2-5-3-3

| | | | | | |
|----------------------|-----------|--------|----|---------------|-------------------------------|
| 3 Thrain II | 10/6/7/8* | W/R/Sa | lb | any | L, +3DI.Dw |
| 3 Thorin | 9/3/6/8* | W/Sc/D | lb | Blue | L, +2DI.Dw, +2P.OTW |
| 3 Dain | 8/3/6/8* | W/R/D | lb | Iron Hills | L, +2DI.Dw/M, +1P.DKOT |
| 2 Stonehelm | 7/2/4/9* | W/Sc/R | lb | Iron Hills | +2DI.Dw |
| 1 Norin | 4/0/3/8* | W/R | if | Nurunkhizdín | |
| 1 Borin | 4/1/4/8* | W/Sc | if | Barak-Shathur | wound to defeat traps attack |
| 2 Frerin | 6/1/5/8 | W/R | lb | Blue | +2DI.Dw; +2P.O |
| 2 Lipor | 5/0/6/8* | W/Sc | lb | Iron Hills | +2P.O |
| 2 Balin | 5/2/4/7* | W/Sa | lb | Blue | |
| 1 Bahadur | 4/1/3/8* | W/Sa | if | Azagarbhun | +1P.OTG |
| 1 Kili | 3/0/3/8 | W/Sc | lb | Blue | 1CP; +1P.orcs |
| 1 Náli | 3/0/5/7* | W | fb | Iron Hills | -1CP, -3.inf, +1P.O |
| Bifur | 2/0/4/7 | W | fb | Blue M | -1CP, -1.inf, +1P.O |
| Bofur | 2/0/4/7 | W | fb | Blue M | -1CP, -1.inf, +1P.O |
| Loni | 2/0/4/6* | W | if | Iron Hills | +1P.OT; 1CP, -1DI.inf, food |
| Frar | 2/0/4/6* | W | lb | Barak Shathûr | -1CP, +1P.O, +1.deep |
| Kori | 5/0/4/8 | W/R | fb | Gem,Wind | +1P.OT |
| Dwalin | 1/0/2/7 | W | fb | Blue | 1CP; +1P.orcs |
| 1 Advisor | 3/1/2/6 | W/Sa | | | +1P.orc; t.Long Beard |
| Miner | 2/0/3/6 | W | | | 1CP; +1P.OT; -1DI.inf; +1deep |
| Miner | 2/0/3/6 | W | | | 1CP; +1P.OT; -1DI.inf; +1deep |
| Mountaineer | 2/0/2/7 | W/Sc | | | +1P.orc; 1CP; -1DI.inf |

<Strength From the E. E.>

19/23 (18+5) GI Hand-8

MP: 16, Mind-53

SP: 7, 8

#1 Miners

<An Unexpected Party >

[deep: +2.lightstone,+2.lantern, +1.char]

| | | | | | |
|----------|-------------|--------|----|---|------------------------|
| Thrain-L | 10/21/11/10 | W/R/Sa | lb | 5 | DR.thelor, Dwerrowdelf |
| Dain-L | 8/3/8/10 | W/R/D | lb | 8 | valiant, Mailshirts |
| Frar | 2/0/4/9 | W | lb | 2 | habergeon |
| Loni | 2/0/4/8 | W | if | 2 | chainshirt, lantern |
| Borin | 4/1/6/10 | W/Sc | if | 4 | valiant, lightstone |
| Lipor | 5/0/8/9 | W/Sc | lb | 5 | mattock |

#2 Hunters

[deep: +2.lightstone, +1.pick]

| | | | | | |
|-----------|----------|--------|----|---|--|
| Thorin-L | 9/14/6/9 | W/Sc/D | lb | 9 | 2 crown, Art, KUTM, Trusted |
| Stonehelm | 7/4/8/9 | W/Sc/R | lb | 7 | 2 dagger, Mithril |
| Bahadur | 4/1/4/10 | W/Sa | if | 4 | 2 pick, habergeon, Anything |
| Náli | 3/0/5/9 | W | fb | 3 | 2 shuthur, lightstone |
| Balin | 5/6/4/9 | W/Sa | lb | 5 | 3 arkenstone, chainshirt, adamant, Jewel |
| Norin | 4/0/8/9 | W/R | if | 4 | 3 dwarven axe, Mithril, adamant |

OBJECTIVE

Lord Thrain will gather dwarves and weapons to hunt and kill Felagrog wherever he hides. A total of 70 Card Points are needed to make the deck. Combat and fatalities will be common place. The new deck is focused on healing, corruption support, and Under-deeps movement to hunt Felagrog.

CHARACTERS AND COMPANIES

Moving in the Under-deeps will be dangerous: away from healing, away from playing characters, and near deadly creatures. The hazard limit will be huge, but that is the price to pay to stall a Grey Player far from living lands. Many items will also start play burdening the heroes with corruption. All your characters are dwarves. 3 of your 22 dwarves are non-unique. This means that you will loose them as the game continues. Three of the four Dwarf-lords will start play. Lord Balin does not start so to have one leader in the non-avatar company. Three Sages will be busy healing or removing hazards. There will be two starting companies of 53 total mind will use 19 of 23 GI.

Clan Bonds allows the play of any dwarf at any dwarf-hold. Moria and the two Deep Mountain Fortress sites can get the dwarf into play fast. Draw Swords Together will allow the playing of grey agent Kori at one of your Lordhavens. [may need to replace it with Test of Lore since the agent can be play at his home site.]

| | | | | | |
|------------------|------------------------|--------|-----|---|---|
| #1 Miners | <An Unexpected Party > | | | | [deep: +2.lightstone,+2.lantern, +1.char] |
| Thrain-L | 10/21/11/10 | W/R/Sa | lb | 5 | DR.thelor, Dwerrowdelf |
| Dain-L | 8/3/8/10 | W/R/D | lb8 | 2 | valiant, Mailshirts |
| Frar | 2/0/4/9 | W | lb2 | 3 | habergeon |
| Loni | 2/0/4/8 | W | if2 | 3 | chainshirt, lantern |
| Borin | 4/1/6/10 | W/Sc | if4 | 3 | valiant, lightstone |
| Lipor | 5/0/8/9 | W/Sc | lb5 | 2 | mattock |

The Miners are four Longbeards, and Ironfist with one Sage and +5 to deep movement. They will start at Moria if Mining Settlement had made it a Lordhaven at the end of the Council Turns. Their goal is to combat minions in the underdeeps near Moria. Give them Fungi so to move 3 sites from Moria (Iron, Vaults, Wind, Falek-Dim, Galleries, Courts). Clad of Mailshirts grants all in the company +1 body. Lord Thrain will have 21 DI against dwarves from a Dwarven Ring and Lord of Dwerrowdelf. That stage event will be discarded when the character moves away from Moria. But there is a stage event that can fetch it back. Dain is a leader with the command event and Valiant Sword for 8 prowess and 10 body. Lipor has War Mattock for 8 prowess and 2 CPs. Frar gives +1 to deep movement. Habergeon of Silver takes Frar to 9 body. Borin has Valiant Sword for 6 prowess and 10 body. Loni wears a Dwarven Chain-shirt for 8 body and carries a Noldo-lantern for 3 CPs. Lord Thrain starts with 16 mind of followers. An Unexpected Party will be used to add low mind dwarves to the company for corruption and prowess support.

| | | | | | |
|-------------------|----------|--------|-----|--------------------------------|--|
| #2 Hunters | | | | [deep: +2.lightstone, +1.pick] | |
| Thorin-L | 9/14/6/9 | W/Sc/D | lb9 | 2 | crown, Art, KUTM, Trusted |
| Stonehelm | 7/4/8/9 | W/Sc/R | lb7 | 2 | dagger, Mithril |
| Bahadur | 4/1/4/10 | W/Sa | if4 | 2 | pick, habergeon, Anything |
| Náli | 3/0/5/9 | W | fb3 | 2 | shuthur, lightstone |
| Balin | 5/6/4/9 | W/Sa | lb5 | 3 | arkenstone, chainshirt, adamant, Jewel |
| Norin | 4/0/8/9 | W/R | if4 | 3 | dwarven axe, Mithril, adamant |

Thorin's company, Hunters, will fight Felagrog. Six tough dwarves, 3 tribes, will move anywhere for revenge. Deep Mountain Fortress will be their base. Corruption is an issue and high body is essential with a Jewel-healer in the company. They have +3 for deep movement. Keep these two groups (Thorin, Balin) together so to use Dwarven Art of War, WKA, and Jewel-healer. The command event grants +2 to CC to each of these dwarves due to carrying a hoard battle-gear item. The crown can allow Thorin to play a 2-mind follower with Balin.

Thorin has Durin's Crown, King Under the Mountain, a command event, and Trusted Counselor has 16 DI against dwarves for two corruption points and 9 body. He has three followers. Stonehelm has a Mithril Map Dagger of Westernesse for 8 prowess, 9 body and 2 corruption. His four DI can heal factions. Bahadur is a Sage with Miner's Pick, Habergeon of Silver and a Light Enchantment for 4 prowess, 10 body, and 2 corruption. Nali has the helmet Khazad-Shuthur and a Lightstone for 5 prowess, 9 body, and two corruption.

Balin is another Sage, but is busy with The Arkenstone, Dwarven Chainshirt, and Adamant Helmet as a Jewel-healer. He has 4 prowess and 9 body for 3 corruption. His follower, Norin, has a Mithril Map Dwarven Axe and Adamant Helmet for 8 prowess, 9 body, and 3 corruption. Balin has room for a 2-mind follower.

All of the starting dwarves have two or more CP, but the command resource will grant a +2 CC to them. There are six other dwarves with a mind of two or one that can be included without using GI due to An Unexpected Party on both companies. Durin's Crown will be used to play characters at Ruins with expectation that the body check from Jewel-healer will kill the low body dwarves.

You might keep a 2-mind dwarf at a Deep Mines site under the Grey Mountains allowing quick movement from the Lordhaven in the Grey Mountains using Gnawed Ways.

ITEMS

You have 25 items (14 battle-gear, two rings, 5 food, 3 special, and the Arkenstone). Seven items are hoard. Dwarven Hoard, fetched by Durin's Day, can play the items at Shadow-holds and Dark-holds in the under-deeps. The dwarven ring will fetch minor items.

Battle-gear includes 4 helmets, 4 armour, 2 axes, 1 hammer, and 3 swords. You need body support. That is why you have Khazad-Shathur and two coats of Habergeon of Silver. Adamant of Helmet and Durin's Crown will help with defense too. Dwarven Chain-shirts helps low body dwarves. Valiant Sword, War Mattock, Dagger, and Miner's Pick and Dwarven Axe will be your weapons.

Durin's Crown is a treasure item found only guarded by a Dragon at Home manifestation or at Moria. This special item is a helmet providing 2 CP, +1 body, and grants +3 DI against Dwarves. As a reforged item it gives 1 more corruption point to allow bearer to tap during the organization to play from hand or from the discard pile any dwarf under his DI at a free-hold, border-hold, or Ruins. A corruption check is the price of this. Khazad Shathur is another helmet that provides dark enchantment protection. It provides a nice +2 body to max. 9, +1 DI against dwarves for two corruption points. But also it can be tapped to provide +3 to bearer's prowess against non-combat attacks. Adamant Helmet provides +1 body and will nullify dark enchantments

Dwarven Chain-shirt is a zero CP suit of armor giving a character +1 to max. 8. Habergeon of Silver is armour providing +2 body also to a maximum of 10 for 2 CP.

Minor Pick helps with combat (+1 prowess to max. 4) and Underdeeps movement (+1 to move). War Mattock is great weapon for trolls providing +3 prowess against them. Valiant Sword has +2 to bearer's prowess to a maximum of 9, which each dwarf can use. A Warrior then has +1 body to a maximum of 9.

Miruvor will help with body for your lesser dwarves. If someone gets wounded, use healing herbs. Cram is included to untap a dwarf such as a Sage.

Noldo-Lantern also affects creature attacks, but its main use is to move in the Under-deeps. Dwarven Light-stones will help with movement and some attacks. It gives +2 to all rolls required for bearer's company to move to an adjacent site in the Under-deeps. This means that it is not used when surfacing. The item can be tapped to either: modify prowess of one Orc or Troll attack by -2 or to modify by -2 the prowess of one non-combat attack. This item has one corruption check. The jewel Arkenstone grants +3 DI against Dwarves. It comes with 2 CP and 4 for dwarves. This ore can be tapped to untap a dwarf. The target dwarf then makes a modified CC -2.

ALLY

There are no allies.

FACTION

Five dwarf factions will show the might of the dwarves. Iron Hill Dwarves will join with the next faction before moving to Redhorn Gate. Ironfists need an attempt of 12 to play. Longbeards have -3. Ironfists have +3. Returned Exiles should have been played in Grey Mountains. They will join the other two in Northern Rhovanion. Then all three will move to Anduin Vales then onward to Redhorn Gate.

Folk of Durin will be played at Moria. It needs an attempt of 14 with modifications of Longbeard +2, Lord of Dwerrowdelf dwarf +5. You may need to send Lipor to GI allowing Lord Thrain +12 to the attempt.

Mornaugrim is playable at Mines of Angurath. You need a 10 attempt to play with

modifications of Dwarves +3, hero characters -3, any orc faction in Mordor -3.

MISSIONS

Nine missions are in the playedeck and eight will start. Another Map to Mithril will be played then stored at Moria. The three events to make Moria a dwarf-hold will start in play.

When I Know Anything is there for helping dwarves. A command event will grant +2 to CC for carrying a hoard battle-gear item. When I Know Anything will then lower a CC to a -1 modifier.

Reforging will be on Durin's Crown. One Dwarven Axe and a Dagger of Westenesse will have Map to Mithril to raise the prowess.

No Strangers At This Time is played at Moria and another at the KUTM site. Three Moria missions will be kept from the Avatar Deck.

DWARVES

The Dwarves Are Upon You aids in CvCC. It does lower body and that is why you have so many body enhancers. Old Grudge will provide +1 prowess to your dwarves against some creatures including the worms. Once It Got Away allows discarding a non-unique ally controlled by an opponent's character, which you defeated in CvCC. Cave Troll and Two-headed Troll are such allies. Children of Aule gives all dwarves +1 body. This long-event will be essential to use Jewel-healer on a 9 or 8 body wounded dwarf.

Hundreds of Butterflies will help high prowess warriors or Sages to untap to later have a much needed action. Marvels Told will cancel hazards that harm you especially influence destruction hazards. Warm Now Be Heart and Limb gives, during the organization phase, a tapping Sage the chance to heal a character in his company. The idea is to use this Ritual, then Hundreds of Butterflies to untap the Sage for using Marvels Told. Corruption will be aided by A Friend or Three giving +1 to such a check for every character in the company. Use this resource to bring faction Mornaugrim into play.

GATES OF MORNING

You are playing Gates of Morning but have no resources affected by it.

UNDER-DEEPS

Noldo-Lantern and Dwarven-Light provide +2 to move roll. Miner's Pick and one character, Frar, add another +1 each. Children of Aulë is a long-event. It provides +1 body to all Dwarves in play. But the movement bonus is nice too. A company in the Under-deeps has its movement rolls modified by +1 for each tribe of Dwarves in the company. Thrain's Company has at least two tribes. Thorin will have three tribes.

Into Dark Tunnels allows moving two sites in the Under-deeps. Secret Ways modifies movement by +3. With so many modifiers starting play this resource is not needed. But combat can discard the items used to move. Thus, place this event in the playdeck with the first exhaust. Dry Tunnels nullifies River and gives a chance to bypass The Way is Shut. The Reach of Ulmo will cancel this dual resource.

New Tunnels allows digging under a site with a surface site in the same or adjacent region as the target Deep Mines or Lordhaven site. Use this stage event to dig under a Dragon's Den. The idea is to play Deep Mines under the KUTM Mining Settlement, which is in Grey Mountains. Then use New Tunnels to reach a Deep Mines under Shab Arch, Gondmaeglom, or under Withered Hearth.

Gnawed Ways is another stage event allowing reaching an existing under-deeps site from a Deep Mines site. Play this event on a Deep Mines under the KUTM Mining Settlement, which is in Grey Mountains. Now, you can reach Cobalt-Deeps or Wind-Deeps without moving with mountain movement and maybe surprise minions.

Expect difficulty to reach the Felagrog in the Under-deeps. Fast movement is needed to reach your opponent. Felagrog. Mines of Angurath is four movements from Moria, three from Rusted-Deeps, and five movements from the Grey Mountains (Deep Mines, Wind, Rusted, Falek-Dim, Courts, Angurath). Rolls are higher under Rhovanion, so use Moria as a base if you need to reach Mordor. Fungi will be there x3 per deck and Into Dark Tunnels will be fetched 2x and played 2x for a total of +7 movements. Ancient Stair can save the use of that food item or short-events by bringing back the company. Send dwarves to Durin's Tower for fetching this event. It would be nice to play Rebuild the Town to remove the Traps automatic-attack.

FACTION WAR

No one will dare to confront four or more dwarf factions under the banner of the king. Three factions will start play. Folk of Durin will soon be played. Mornaugrim will be brought into play under Mordor, then latter move to Moria. Setting Up on His Own will allow faction movement.

Dwarven Warhosts will allow under-deeps movement and receive +2 prowess against Orcs. Axes of the Dwarves give +1 prowess against Dragon and Orc factions. If you wound a dragon faction, then you can remove the event from play to eliminate that dragon faction.

| | | IronH | IronF | Exiles | Folk | Morn |
|---|------|-------|-------|--------|-------|-------|
| | | 12 | 9 | 11 | 11 | 10 |
| | Body | 9 | 6 | 7 | 8 | 8 |
| | Type | heavy | heavy | heavy | heavy | heavy |
| Axes of the Dwarves | | (+1) | (+1) | (+1) | (+1) | (+1) |
| Dwarven Warhosts | | (+2) | (+2) | (+2) | (+2) | (+2) |
| <i>defending in home region</i> | | | | | | |
| <i>attacking in region with a haven</i> | | | | | | |
| | | 12 | 9 | 11 | 11 | 10 |
| v Orcs | | 15 | 12 | 14 | 14 | 13 |

SITES

All your sites are either in Northern Waste or adjacent to that territory except for the dwarf-hold in Eorstan. Most of your sites are Lairs with really bad odor.

Barak Shathur can play a hoard minor item there. Nurunkhizdín has the Ironfists faction.

Some Border-holds are on your list. Cave of the Urdharkonur is where to play Carc. You will discard Carc at Lake-town to play Dragon-Lore.

Ruins for your resources include two in region Forrhun: Lar-haz for Dwarven Axe and Nan Morsereg for When I Know Anything.

All the Lairs that you will play hoard items are in Withered Hearth. There are five Lairs in that region. Avoid Itangast for playing items since that dragon's At Home attack is huge.

You do not expect to visit Grey Mountain Narrows. Framsburg is a site to play hoard minor items. The Carrock is a site to play Information such as Dragon-Lore before you visit a Lair.

The only Shadow-hold you may visit is the ice-orc hold Kula Dulakuath. You can surprise a minion company there.

AGENT

You have no anti-agent events.

STAGE RESOURCES

Lord Thrain will use many stage events. The maximum amount will be 33. Once he exceeds 24 he will be considered to be renegade. Some events will not be played until late. Deep Mines is included in the 33.

4SP For MP boasting **Clad for War** grants full MP to your battle-gear items, which will add 11 MPs. The event adds 2 SP. **A Merrier World** grants you full Kill MP. It requires 7 SP to be played. The event adds 2 SP.

4SP Two **Deep Mountain Fortress** add important Lordhavens add 2 SP each. Consider not including one if it does not matter in the goal to remove evil in the deeps.

4SP **Trusted Counsellor** gives +3 direct influence against his own race. Since Lord Thrain has no specific home site the target of the event has no influence reduction. Two **Mining Settlements** converts dwarf-holds into Lordhavens. **Guarded Haven** will protect Moria preventing your opponent of playing MPs at the site. You may discard the event on the KUTM site if you expect to not visiting it for a while and the deck is about to exhaust giving you the chance to play it later.

4SP **Lord of Dwarrowdelf** gives a dwarf-lord at Moria +5 DI against Dwarves. The event is discarded if the avatar moves from more than two regions or two sites from Moria with Felagrog uneliminated. **Son of Thrór** can tap to fetch Last of the Seven, Test of Form or Lord of Dwarrowdelf.

4SP **Setting Up on His Own** allows faction movement. **Durin's Day** is playable on the highest mind dwarf in play. The event is tapped to fetch Dragon-lore, Dwarven Hoard, or An Unexpected Party. Use this event when you need to draw such a card.

4SP **Last of the Seven** is played on a Dwarven Ring borne by Thrain. The event gives -2 MP and -2 corruption. But the dwarf must make a corruption check during the untap phase for every other Dwarven Ring in play. Failure only discards a character. **Jewel-healer** is played on a non-warrior or a Sage Dwarf at a haven. Target character taps and taps a jewel or ore resource in his company while making a corruption check. Success then has a wounded dwarf make a body check modified by -2. Success heals that wounded dwarf. A body of 10 means that a wounded dwarf is killed on a roll of 12. A 9 body is vulnerable to 11 or 12 rolls.

4SP **Folk of Durin** is a faction. **Dwarven Galleries** can fetch from the discard pile or play deck during the end-of-turn phase one of the following: Secret Ways, Into Dark Tunnels, New Tunnels, Dry Tunnels, Gnawed Ways.

All this is 24 SP (not Clad or World). **New Tunnels** or **Gnawed Ways** will likely be used with a **Deep Mines** burdening the player with another 4 SP. Think about discarding the following to be stay under 25: Durin's Day, Mining Settlement (KUTM), Last of the Seven.

HEROES & MINIONS

You have Thorin II, Alatar, and Elves of Evermist in your Division. You won't be seeing Elves at all and Thorin II when he is battling Smaug. You will help Thorin II if he is in dire need, but remember you have your own minor worm problem in Throkmau. Alatar will be seen once in a while. You're mostly on your own.

The enemies in your Division include Fankil, Durlach, Throkmau, and Smaug. You won't be seeing Fankil or Durlach, but may see Smaug. You can target Smaug's minions too who venture in your Iron Hills. It is true that Throkmau does not pose a threat to Middle-Earth yet. If he

gathers an army, then it will be deadly for anyone to challenge him in the land of dragons.

MARSHALLING POINTS

- C=7 This is a high amount. You have five 2-MP heroes. You just need three to survive. Then there are four 1-MP heroes, which you need two to live.
- I=9 Clad for War will yield full MP for battle-gear items which are the shield, bow, sword, either the armour or axe.
- F=4 Iron Hill Dwarves is your only faction. Play it early to use Strength from the Ered Engrin.
- A=1 Carc is the only faction. Keep him in play unless you need to discard him.
- M=1 When I Know Anything is this event.
- K=10 You should kill at least two dragons not played by heroes.

PLAYDECK MANAGEMENT

Dain II has 26 resources in the sideboard. Some are items and stage events and others are leader/command events. The minor item weapons and ally can be sent to the discard pile to be played in the second playdeck when you need a reason to draw cards. However, Valiant Sword and Adamant Helmet will be sent to the playdeck with Longbottom Leaf. A copy of Hollow of Thy Left Breast will also be Longbottom Leaf His Beard Long and Forked. The third Longbottom Leaf will grab Dragon-Lore and Dwarven Art of War. Dain will need to tap 3x during the first playdeck and then 2x late in the second playdeck to play stage resources.

Mining Settlement will be sent to the discard pile for fetching later by Son of Nain.

CREATURES

There are 20 creatures. They are those that are keyed to the shadow and dark areas, dwarves, undead and pukel-creature. You cannot touch coastal sea and free-domain companies, but no minion in your Division will move there. You want to use undead for gaining the benefits of hazard boosters to tap minions. Note that many balrog-specific sites have attacks keyed to sites to be non-detainment.

Creatures

Dragon-hunters is for Dragon-Lords. Dragon-Hunters has four strikes at a good prowess of 8. It has +4 prowess against a company containing a Dragon or Drake. It is playable keyed to any region with a Lair or a Dwarf-hold or non-haven sites in such regions. Likely, you will not encounter moving Dragon-lords, but a lone avatar will face a 15 prowess strike enough to tap the avatar.

Durin's Folk is a 2 MP, 5 strike dwarf creature. You need a low prowess character receiving a strike to prevent to have this creature killed.

Dwarven Traveler's is 1 MP 3 strike dwarf creature. You need to enhance or played to a low prowess after tapping to remove one of your permanent-event hazards.

Dwarven War Party is the strongest dwarf creature of 3 prowess with 11 prowess. Its playability is limited to Dwarf-hold, ancient Dwarf-ruins and to those regions. Likely, you will target Felagrog's minions when they visit.

Silent Watcher and Pukel-men will be difficult to cancel and easy to play. The prowess is good enough to tap a minion squatting in Mordor.

Ghosts will only be played in scary places and lands. Its 7 prowess and 5 strikes may tap a low prowess minion, but you need boosters in play by the minion players.

Chill Douser and Stirring Bones are keyed to Ruins and Shadow-holds. Stirring Bones is a bit weaker and keyable to WW, SL, and DD.

Wisp of Pale Sheen is there to remove troublesome hazard events when the creature is killed. Use this creature to tap 5 mind tough characters.

- FH:
- BH:
- RL:
- 9 SH: Watch Guard Ghouls
- 9 DH: Watch Guard Ghouls
- UD:

- FD:
- BL:
- W
- 9 SL Watch Guard Ghouls
- 2 SL SL Wild Fell Beast
- 9 DD Watch Guard Ghouls
- CS

| | | | | |
|---|-----------------------|-----------|----------|-----------|
| 2 | Barl Syrnac/ Lhûgdalf | | Lomaw | Gostir |
| 1 | Azjan/Ukal Sej | | | Gostir |
| 1 | Talath Uichel | | Lomaw | |
| 1 | Talath Oiohelka | | Lomaw | |
| 1 | Dragon Gap | | | Ando-anca |
| 2 | Forovirkain | | Lomaw | Ando-anca |
| 3 | Withered Hearth | Agburanar | Daelomin | Ando-anca |
| 3 | Grey Mountain Narrows | Agburanar | Daelomin | Ando-anca |
| 2 | Northern Rhovanion | Agburanar | Daelomin | |
| 1 | Southern Rhovanion | | Daelomin | |
| 1 | Iron Hills | Agburanar | | |

HAZARD-20

Base cards-1

Twilight is the only Environment event.

Corruption/Check-7

Shut Yer Mouth reduces the targets DI by two. Give this to leaders to try to remove a high mind follower.

So You've Come Back increases the mind of each other non-follower character by one, which will hurt the company with two leaders.

Too Much to Ask wounds a non-unique ally. This will cause you to direct a strike to the ally's controller and thus wound the ally. Discarding a wounded Black Horse gets rid of the Ringwraith.

Capricious Spirit targets a maia, demon, or spawn ally that may discard the ally. All such allies are difficult to play.

Fled into Darkness will tap a balrog. He must be facing a strike greater than his prowess. Candidates include Nameless Thing, Pukel-men, and Dwarven Warparty. This hazard taps the balrog, and then taps him again when he would untap. This card stays in the sideboard until the second exhaustion.

Glance of Arien is played on a balrog at or moving to a surface site. For the turn the target's prowess is modified by -2 and body -1. Gates of Morning in play doubles the modifiers. Demon characters are affected by this hazard. This card stays in the sideboard until the second exhaustion.

Main Theme-12

Arouse Minions is a Short-event giving one automatic-attack at a Shadow-hold or Dark-hold +3 prowess for the rest of the turn. Half of the sites in Wilderland give detainment status, but the boost may tap almost all that enter the site.

Awaken the Earth's Fire, an Environment, increases the prowess of one automatic-attack at a Shadow-hold or Dark-hold. Or changes a shadow-land into a Dark-domain, or a Shadow-hold to a Dark-hold. You could increase on such attack by 5. Here are attacks at sites in Mordor against a balrog:

| | | |
|---------------|--------|-------------------|
| Cirith Gorgor | Orcs | 5s13p |
| Durthang | OrcsW | 2s13p, detainment |
| Cirith Ungol | Orcs | 4s12p |
| Minas Morgul | Undead | 3s13p |
| Minas Durlith | Troll | 1s16p |
| Barad-Wath | Orcs | each.12p |
| Barad-Dur | Trolls | 3s14p |

Naugrim will boost your dwarf creatures with a body or higher body. The creature gains +1 body if it has a body or acquires a 5 body stat. This can help Durin's Folk fight another turn.

Pit Trap is specific to sites, but these sites are near your Halls. It is played on-guard on an Ancient-Dwarf hold site or a site with an Orc attack or Trap attack. Those moving in Grey Mountains, Narrows, Withered Heath or near the Illuin Mountains are threatened by this hazard.

Scouts and Rangers lower the chances of this attack being faced. Failure results in a Trap single strike attack of 12 prowess. More than 80 (20%) hero sites may have a Pit Trap. Sites close to you include Deep Cleft, Goblin-gate, Moria, Sarn Goriwing, and Gondmaeglom.

All Dead, All Rotten forces a CC to non-elf characters moving to a site with an undead AA. This will not be common, but can be harsh late in the second deck. This hazard waits for the first exhaust allowing items to burden the heroes. Wisp of Pale Sheen, Corpse-Candle, and Ghouls can be played at any Swamp.

Like Shreds of Cloud is a permanent-event make some Undead creatures (Corpse-Candle, Sand Devil, Ta-Fa-Lish, Chill Douser, Wisp of Pale Sheen) immune to weapons without an attached resource event. This will help your modifier creature (CD) and weak creature (WPS) from becoming more dead.

The Way is Shut will send Under-deep companies back to the site of origin. This will hurt Felagrog and yourself. Also, the hazard cancels Secret Passage, Secret Entrance, Down Down to Goblin Town, and Crack in the Wall. No hero Power Deck has these events.

Secondary Theme-1

No More Would Come is a permanent-event that has each player make a roll to untap his factions. You should have higher prowess factions allowing any to survive battles, but you can have your strongest faction battle with factions you want to destroy first.

Cycle 6

~~Outpost is a staple. Try to recycle the dragons with it. Parsimony of Seclusion will bring a dragon to your hand~~

24x2=48+8a+8b+2f=66

Fellowship

To

From

| | | | |
|----------------------|-----------------------|----|-----------|
| *Cram | Adamant Helmet | b1 | Dain |
| *Dwarven Chain-shirt | Adamant Helmet | b2 | Thorin |
| *Lost Tome | Dagger of Westernesse | b3 | Denethor |
| *Precious Gold Ring | Durin's Crown | b4 | Balin |
| *Thror's Map | Fungi | b5 | Balin |
| *Healing Herbs | Dwarven Light-stone | b6 | Balin |
| *healing herbs | Fungi | b7 | Balin |
| *healing herbs | Fungi | b8 | Balin |
| | Habergeon of Silver | | Vidugavia |
| | Habergeon of Silver | | Dain |
| | Khazad Shathur | | Thorin |
| | miner's pick | | Balin |
| | Noldo-lantern | | Elrond |
| | The Arkenstone | | Thorin |
| | Valiant Sword | | Dain |
| | Valiant Sword | | Imrahil |
| | WarMattock | | Balin |
| | Returned Exiles | | Thorin |
| | Ironfists | | Dain |
| | Iron Hill Dwarves | | Dain |
| | Folk of Durin | | f1 |
| | Mornaugrim | | f2 |

| | | |
|----------------------|----------------------------|-------|
| *Marvels Told | No Strangers at this Time | |
| *Smoke Rings | No Strangers at this Time | |
| *Smoke Rings | Trusted Counsellor | |
| *Dodge | Clad in Mail-shirts | |
| *Dodge | Dry Tunnels | |
| *Dodge | Dwarven Art of War | |
| *New Friendship | Hundreds of Butterflies | |
| *New Friendship | Hundreds of Butterflies | |
| *New Friendship | Hundreds of Butterflies | |
| *Test of Form | Gnawed Ways | |
| *Rumours of Rings | Once It Got away | |
| *Dwarven Armory | Dwarven Hoard | |
| *Dwarven Cunning | Warm Now Be Heart and Limb | |
| *Origin of Stone | Warm Now Be Heart and Limb | |
| *Lucky Strike | A Friend or Three | |
| *Lucky Strike | A Friend or Three | |
| *Lucky Strike | A Friend or Three | |
| *Promise of Treasure | Map to Mithril | |
| *Promise of Treasure | Draw Swords Together | |
| *Shimmer of Hope | Into Dark Tunnels | |
| *Shimmer of Hope | Setting Up On His Own | |
| *Free to Choose | Gates of Morning | |
| *Free to Choose | New Tunnels | |
| *Free to Choose | Clad for War | |
| A1 | Jewel-healer | |
| A2 | Durin's Day | |
| A3 | Mining Settlement | |
| A4 | Azanulbizar | |
| A5 | Dwarven Warhosts | |
| A6 | Axes of the Dwarves | |
| A7 | A Merrier World | |
| A8 | Guarded Haven | |
| | Reforging | Balin |
| | Deep Mountain Fortress | Balin |