

Durlach/Wyrms

40power-35/70

C	9.10	Under-Forges
I	7.26	Northern Waste
F	7.10	vs. Elves of Evermist
A	2.4	Factions
M	4.12	Eddy
K	3.8	Bears & Shadow-hold

<u>RESOURCE DECK/HAZARD DECK</u>
50 cards in R. deck, 21 cards in sideboard
50 cards in H. deck, 00 cards in sideboard
10 characters in deck
12+28 starting cards
171 total cards
22 creatures

The great demon lord has conquered another attempt to extinguish his fire. Now, he is near a full and indomitable condition to master the world. The goal is to double his marshaling points to 70 total. Few more weapons need to be found or forged. Some more Orc factions will be gathered to finally remove the Lossoth from his domain. Allies can provide help by playing Sage events or to lower stats for easier killing. Eddies will be created to squash the homes of the Elves of Evermist to find their mysterious stones.

+

Durlach will move on the surface as Flame of Udun playing Eddy in Fate's Tide. Agog will also move on the surface to play factions. Lugronk will move in the Under-deeps combating weak minions of Felagrog, but also to surface near Grey Mountains to combat the Dragon-lord's minions. Vile Fumes will be played on Eddy sites with Hold Rebuilt and Repaired. You need to play one MP almost every turn. The One Ring and Challenge the Power are in the deck if you do steal the Ring of Power. Great Shadows is there to give the balrog followers for influence attempts.

+

Skies of Fire will be used. What of the Dawn and Grinding Ice are environments that will help travel or stay away from hazards.

+

Hazard creatures will be enhanced by Kolver Enraged or keyed to Shadow-holds like to a Hold Rebuilt and Repaired site. Three fallen-wizards will hurt those far away from Narthalf. Some hazard short-events tap characters. Doubled Vigilance and Whole Villages Roused add attacks to sites. Hunt for the Ring will make those with rings more at risk of becoming CGI characters in future movies.

+

Mordo is finally seen in any deck. Reluctant Final Parting hurts hero players. Flotsam and Jetsam can help you late in the game when others need to fetch cards from the discard pile. Fungi seems to be the only card you want from the discard pile or play deck.

RESOURCES(49-21-28)

1	The One Ring
-1	Hammer of Morgoth
-5	Hammer of the Underworld
-2	Bloodspike
-3	Runeknife of Risinth
-4	Angrist
-4	Link of Angainor
-2	Iron Shield of Old
-1	Black-mail Coat
-1	Black-mail Coat
-1	Miner's Pick
-1	Miner's Pick
1	Fungi
1	Vile Fumes
1	Vile Fumes
3	A Few Recruits
1	Cave-Goblins
1	Snow-Trolls
-2	Orcs of the Bleak Mountains.10
-4	Ice-drakes of the Ered Umarth.12
-4	Gondring Roused
-1	Nasty Slimy Thing
-2	Evil Thing Lingering
1	Eägoth
1	Great Troll
-2	Maker's Map
-2	Maker's Map
-1	Dark Forges
-1	Roots of the Earth
-2	Remnants of Old Robberies
-1	Origins Revealed
*	Pursuit Through Barren Lands
2	Eddy in a Fate's Tide
2	Eddy in a Fate's Tide
2	Eddy in a Fate's Tide

13-1-23

3	Great Fissure	
3	Crept Along Cleverly	R
2	Voices of Malice	Sa
1	-1 No More Nonsense	L
	-1 I'll Be At Your Heels	comm
2	Skies of Fire	Penv
3	What of the Dawn	Senv
2	Grinding Ice	Lenv
2	Dry Tunnels	
1	Sharp Blade	
3	Heed Not the Defense	
1	Legendary Stair	
3	Angband Revisited	
2	Ancient Secrets	
1	Mine's or No Ones	
1	Weigh All Things to A Nicety	
1	Grond	pe
2	Hold Rebuilt and Repaired	pe
-2	Obey Him or Die	pe
1	Prone to Violence	pe
1	Unhappy World	pe
-1	Out He Sprang	pe
1	A More Evil Hour	pe
3	Challenge the Power	pe
-1	The Well	pe
2	Flame of Udûn	<i>fana</i>
<u>2</u>	Scourge of Fire	FU
<u>3</u>	Terror Heralds Doom	FU
2	<i>Great Shadow</i>	fana
<u>3</u>	Darkness Wielded	GS
<u>3</u>	Cloaked by Darkness	GS
1	Swift Onset	
1	Fell Captain	
	*Orders from the Great Demon	
	*Gangways over the Fire	

36-20-5

HAZARDS(50/00)

22/0

3	Watcher in the Water	animal
2	Great Northern Bear	animal
1	Demon-whale	animal
2	Fell-bear	
3	Sellswords Between Charters men	
2	Ice-Drake	
3	Chill Douser	
2	Pukel-men	
2	Durin's Folk	dwarf
2	Errand-riders of Gondor	

28/0

1	Twilight	S.env
1	Cast From the Order	
1	Power Relinquished to Artifice	P.
1	Mask Torn	
3	Veils Flung Away	
3	River	
3	Darkness Under Tree	
2	Whole Villages Roused	S.
2	Drums	L.
2	Kelver Enraged	L.
2	The Black Enemy's Wrath	L.
2	Doubled Vigilance	P-site-chance for orcs-4w9
1	Hunt For the Ring	P.
1	Mordo	
1	Which Might Be Lies	P.
1	Reluctant Final Parting	P.
1	Flotsam and Jetsam	P.
3	An Unexpected Outpost	

SITES

Eithel Morgoth- hogheavan

Under-Forges- hogheavan

DB	Helloth	Info, m, M, G	elf.xc9, elf.3c8	
TU	Vasaran Ahjo	Info, m, ring	Umlt.xc9	
Ev	Puolihmisten Satama	Info, m*, M*	Umlt.xw7	
Mi	Evermist	All	wards, elf.3c8	
EB	Jääklät	Info, m	men	
Li	Ligr Wodaize Berne	m, M	men.xw9	
RL	Pieni Satama	m#	men.xw6	Aerfaroth-Eddy, Vile, HRR
Li	Hyvät Kyvat		men.xc6	Helechoth
Ev	Leiri		men.xw6	(Lossoth)-Eddy, Vile, HRR
Fo	Ruskea Vene		men.xc7	(Lossoth)
Fo	Lossadan Camp			Lossoth
Go	Archond	Info, m	wolf	
Go	El Missa	Info, m	wolf	
Th	Orod Cesthas	Info	spirits.2w7	Runeknife
Th	Canadras	m, M, ring	CANADRAS	Roused
RL	Kylmatalo	Inf, m, M, P	troll	A Few Recruits
RL	Linnarthurras	Info	maia.2w10	A Few Recruits
Mi	Malgolodh's Cave-h*	m, M, ring	undead.1w12	Eddy, Vile, HRR, Trees
Li	Amon Anlug-h	m, M	drake	Bloodspike
Ev	Bernastath	m, M	men.4w6	
Fo	Thauraug	m, M	animal	
Fo	Gondring's Lair	m, M, ring	GONDRING	
	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	Broad-headed Spear
	Wind-deeps	m, M	orc.3w7, Sh	
	Under-vaults	m, M	undead.3w8, Sh	Nasty Slimy Thing
	Drowning-deeps	m, M	drake.2w11, CS	
	Remains	Info, m, M, G	drake.2w12, CS	Descent Through Fire
TU	Urdic Camp	m*	men	
Na	Pendrath na-Udûn	m, M	drake	Ice-drakes of the EU
Na	Mornost	Info, m, M	orc, orc	Orcs of Bleak Mountains
	Under-leas	m	orc.5d7, R	
	Cobalt-Deeps	m, M	orc.5d8, R	Black-Mail Coat
	Pits of Angband	m, M, G	drake.3w11, worm	Hammer of Morgoth, Evil
	Iron-Deeps	m, M	troll.3w9, R	

MINIONS-10

4 Durlach	10/8/7/10	W/Sa	Balrog	Under-forges	
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 <i>O-Captain</i>	5/0/5/8*	W	L orc	nonDH UD	d8, +3DI.Orc
1 <i>Tracker</i>	3/0/3/8*	W/R	orc	nonDH UD	1CP; d7,8
1 <i>Tracker</i>	3/0/3/8	W/R	orc	nonDH UD	1CP; d7,8
<i>Crooked</i>	2/0/3/7*	W/R	orc	nonDH UD	d7
<i>Crooked</i>	2/0/3/7	W/R	orc	nonDH UD	d7
<i>Crooked</i>	2/0/3/7	W/R	orc	nonDH UD	d7
1 <i>Ice-troll</i>	3/0/5/9	W/R	troll	nonLair NW	d9; +1P.dwf, -1/-2 xNW
1 <i>Ice-troll</i>	3/0/5/9*	W/R	troll	nonLair NW	d9; +1P.dwf, -1/-2 xNW
1 <i>Ice-troll</i>	3/0/5/9	W/R	troll	nonLair NW	d9; +1P.dwf, -1/-2 xNW
1 <i>Old Troll</i>	4/0/5/9	W	troll	nonDH UD	1CP, d8; +1DI o/t
1 <i>Old Troll</i>	4/0/5/9*	W	troll	nonDH UD	1CP, d8; +1DI o/t
1 <i>Lout</i>	3/0/4/9	W	troll	nonDH UD	1CP, d8
1 <i>Lout</i>	3/0/4/9	W	troll	nonDH UD	1CP, d8
1 <i>Hill Troll</i>	3/0/5/7*	W	troll	nonDH UD	d7
1 <i>Hill Troll</i>	3/0/5/7*	W	troll	nonDH UD	d7
1 <i>Hill Troll</i>	3/0/5/7	W	troll	nonDH UD	d7
<i>Miner</i>	2/0/2/7	W	orc	UD or SS Orc-hold;	d7, +1P.dwf +1.move
<i>Miner</i>	2/0/2/7	W	orc	UD or SS Orc-hold;	d7, +1P.dwf +1.move
<i>Miner</i>	2/0/2/7	W	orc	UD or SS Orc-hold;	d7, +1P.dwf +1.move
<i>Brawler</i>	1/0/3/8*	W	orc	nonDH UD	1CP; d7,8
<i>Brawler</i>	1/0/3/8*	W	orc	nonDH UD	1CP; d7,8
<i>Brawler</i>	1/0/3/8	W	orc	nonDH UD	1CP; d7,8
<i>Maggot</i>	1/0/3/7	W	orc	nonDH UD	d8
<i>Maggot</i>	1/0/3/7	W	orc	nonDH UD	d8
<i>Maggot</i>	1/0/3/7	W	orc	nonDH UD	d8

Eliminated during practice game

starting company: at Under-forges

<Orders from the Great Demon> <Gangways over the Fire>

Demon Fana		23	8	7	10	W/Sa	
Master of Dread and Fear	Durlach	28	8	5	8	W/Sa/D	followers, CC
Strangling Coils	Durlach	23	11	7	9	W/Sa/D	followers, untap
Flame of Udûn	Durlach	23	6	10	10	W/R/Sa	
Great Shadow	Durlach	29	8	5	9	W/Sc/Sa	followers, shuffle, tap
<Gangways Over the Fire>	<The Well>						

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

#1

Durlach

#2 Dark Flame

[+8UD.rolls]

Lugronk-L	8/13/12/10	W/Sc/D	4	hammer, Heels, Obey, Nonsense, y3, Evil, Nasty
<i>Captain-L</i>	5/0/5/8	W	0	
<i>Crooked</i>	2/0/4/9	W/R	4	pick, coat, iron-shield, Map
<i>Tracker</i>	3/0/4/8	W/R	1	pick, Map
<i>Hill Troll</i>	3/0/5/9	W	0	coat

#3 Herald of the Demon

[factions]

Agog-L	8/7/8/9	W/R/D	2	runeknife, Obey, Nonsense, y1	[+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	0		
<i>Old Troll</i>	4/2/5/9	W	1	y1	
<i>Brawler</i>	1/0/3/8	W	1		
<i>Brawler</i>	1/0/3/8	W	1		

OVERVIEW

Durlach needs 88 Game Points to make this Power Deck. Expect to gain a spot with 38 MPs and thus 12 more points are needed by tripling game points or having four game points against Elves of Evermist.

Lands around the Bay of Forochel will become a wasteland allowing Durlach to build an army far from the living lands. Only the Elves of Evermist stand in his way. The goal is to acquire 70 MPs to win the game. Your under-deeps company is ready to bother a Dragon-lord or Felagrog. The surface company will play more mission events.

Available characters, allies, factions, and items are in flux until the other two Grey players are known. Felagrog's failure will result his two 9-mind trolls and his own ally manifestation available to you. Throkmau the Vain has the ice-orcs and Scatha the Worm has Hurog. Ancient Black Axe can be found.

CHARACTERS AND COMPANIES

All the non-unique characters from the Avatar Deck can easily be replaced with copies. This sounds like the Avatar Deck. All of his characters are of the overt type except for one Man. Trolls and orcs are the other races. There are only three unique minions; no agents are in the deck. There are three normal leaders. There are six minions with a mind of two or one and six minions with a mind of 3.

Durlach starts at Under-Forges. Lugronk will start at Wind-Deeps. Agog removes Troll-Chief for Hill Troll. Agog starts at Eithel Morgoth.

Lugronk has +8 to UD rolls. He has the ally Evil Thing Lingering, three trophies, Obey Him and Die Hammer of the Underworld for 13 DI, 12 prowess, and four corruption. Crooked has Miner's Pick, Black-Mail Coat, Iron Shield of Old, and a Maker's Map. Orc Tracker has Miner's Pick and one Maker's Map. Hill Troll is the muscle of 9 body from Black-Mail Coat. This company will combat the other Grey player underground if the game is threatened in this manner else the company can play resources not played during the Avatar Decks. Some powerful weapons may become available for playing depending on those in the Power Decks.

Agog is a leader that will use his DI for followers since Durlach will influence. Obey Him or Die, No More Nonsense, and a trophy is carried by this ice-orc. He controls Brawler, Hill Troll, and Ice-Troll. How they don't eat one another is beyond me. Once Durlach reaches the surface the balrog will control one follower as Great Shadow. This company will make Border-holds into death traps after Eddy of Fate's Tide is already on the site.

Old Troll has two Orc Brawlers as a third company. These three will join Great Shadow and the Agog for a company size of seven. Use Old Troll to hunt weak hero companies.

The starting two companies use 16 of 25 DI. The follower of Durlach may be placed under GI for an influence attempt by the balrog for a turn. Nine minions will start the game. Thus, seven extras are available. One leader in Troll-Chief, two Rangers in Tracker & Ice-Troll, a troll fighter in Troll-Lout, a Miner, and two Maggots. A loss of one minion every two turns is acceptable.

DEMON FANA

Durlach will play two fanu: Great Shadow and Flame of Udûn. He will use resources requiring each fana. One is for the surface and the other is for the Under-deeps. Place Flame of Udûn first to play the factions. Then Durlach will change to Great Shadow and maybe move underground to the Withered Hearth attacking the Dragon-lord. Then Agog and maybe the Old Troll companies will limit the Elves of Evermist's mission.

Flame of Udûn will be played to combat or to play Eddy in Fate's Tide. The balrog's prowess is 10 in this fana and 11 when tapping his Hammer. He cannot have followers or control allies. Thus, move Agog's company to a site with heroes to combat while Flame of Udûn is away from a Darkhaven. He will be a Ranger.

Great Shadow is for having many minions for combat. Durlach is weaker in this fana, but gains the Scout skill. You can also recycle important resources (e.g. items, allies, permanent events). In this fana the balrog can tap to cancel an attack against his company. However, Angband Revisited is in the deck to untap the balrog because of this. Durlach as the Great Shadow has 8 direct influence allowing him two Troll-lout followers. Lugronk will be hindered in movement with the spawn allies. You can keep Lugronk and Orc-Captain at The Wind-Deeps Roots of the Earth site. Then Great Shadow can return to The Wind Throne tempting reprisal from the Dragon-lord. Tap Great Shadow to access the sideboard. A visit by a Dragon-lord for CvCC will face cancellation by Great Shadow when you play Angband Revisited. Next turn, move the troll-leader up with the spawn allies. Great Shadow will yield corruption support.

BALROG RESOURCES

There are few resources just for our fallen maia. Two resources are in the sideboard for Flame of Udûn. Terror Heralds Doom provides +2 to influence checks by all characters this turn. This will help healing wounded factions or to influence orc factions by anyone. Scourge of Fire though is the key for combat. This resource forces the discarding of any item in combat against the balrog and if the balrog is untapped. Of course discard a Tear of Yavanna or a difficult item to play such as an Under-Deeps item.

Great Shadow is for having many minions and gathering resources. The balrog is weaker in this fana, but gains the Scout skill. You can also recycle important resources (e.g. items, allies, permanent events). Cloaked by Darkness reduces the hazard limit by one - good for a small company avoiding hazards. Darkness Wielded is to kill big creatures (e.g. spawn) or for small companies.

Angband Revisited untaps any character in the Balrog's company, great to handle big creatures as a Flame of Udun or to tap again as Great Shadow.

Ancient Secrets shields you from the lack of Sages. Tap the Balrog to discard one hazard permanent-event. Or tap the Balrog during the organization phase to take up to two resources and shuffle them. Likely will not access the sideboard with 10 resources ex-fana specific to start the game.

The One Ring may enter the Northern Waste or be won in a riddle contest by a Dragon-lord. Once this ring is on your hand play Challenge the Power to use the One Ring or to master the world forever. Have the balrog use Great Shadow at The Under-Forges with an ally and Orc-Shaman providing two Sages in the company. A roll when playing the first copy of Challenge the Power yields: 2-4 killed, 5-6 discard the event, 7-8 use the ring and +2 MP, 9-12 win the game. Durlach with no fana using the ring has 13 DI, 12 prowess, and 10 body. But wait. He cannot use the One Ring to cancel a strike since he must make a corruption check to do so, but he cannot make a corruption check!

The Well will allow you to fetch a magic event based on the play of magic, spell and ritual events played by your opponent. Expect the Elves of Evermist to play eight such events every deck. Expect for you to play your magic events normally drawn instead of applying the magic event to Prison's Spell is Fading. Out He Sprang allows region movement for the avatar if he can

first bypass his normal movement restrictions as mentioned earlier.

Out He Sprang allows you to move to the surface using region movement if not as Great Shadow. This resource is not a blank ability. The avatar cannot move from a non-surface site to a non-surface site. A More Evil Hour is tapped when an opponent plays a 3 MP card. Now a company already able to use region movement can move two additional regions if moving to a site of another player. Withered Hearth and Rhudaur are five regions from Narthalf. Gorgoroth is five regions from Eorstan.

Mine or No One's will likely be used by Flame of Udun. Include Terror Heralds Doom for a total of +20 (8.di+10.mine+2.doom). You can maybe discard a Roused faction.

Prone to Violence is the event allowing minion-on-minion violence. You want this in play early allowing Flame of Udun a chance to surprise a Dragon-lord or a vulnerable Felagrog.

ITEMS

Most of your items should be in play to start the Power Deck. Consider some powerful items if played by a player no longer in the game. The One Ring will be in the sideboard.

Bloodspike is a hoard major item. This mace grants to a Warrior +2 prowess, but +4 against Men and Dúnadan to a maximum of 10. A Troll or Giant bearer can tap the item to give -1 to the number of strikes from an Elf, Man, Dunadan, Hobbit, or Wose attack. Give this to a surface minion. It has three CPs.

Another unique item is the **Runeknife of Risinth**. 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.

Hammer of the Underworld is a Legendary item. It is a two-handed weapon only borne by an Ice-Orc, Troll or Uruk-hai with a base prowess of 6. This item has 5 CP. Bearer gains +4 DI, prowess +1 and body +1. Dark Forges placed with this item restores it to give +5 prowess to a maximum of 12.

Black-Mail Coat is a major item armor granting +2 body to a maximum of 9. These last two items are nice for Hill Troll, which can be fetched using Dark Forges. A shield, **Iron-shield of Old**, is a common under-deeps item. It grants +2 to move rolls between adjacent Under-deeps sites. A Warrior can tap the item to make 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 Under-deeps movement rolls.

Angrist will grant +2 prowess to almost any bearer. It is a hero item that must have Origins Revealed to use. Then the item will have six corruption points. The prowess boost is nice, but the item know can tap to fetch Sharp Blade at any time. You will likely transfer the item to the avatar to mute the corruption. This special item is limited to play at Remains of Thangorodrim or The Pits of Angband.

Link of Angainor is another hero item. The item can only be borne by a hero character, but that text is ignored. This special item is limited to play at Remains of Thangorodrim, The Vaults of Utumno, or The Pits of Angband. This item carries three corruption points, but gives half its normal MPs from four to two. Store this for its points.

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.

Fungi is played at any non-Dark hold under-deeps site, including The Under-gates by an Orc. Use this food item after reach a surface site from and under-deeps site to move to reach a site with another Grey Player for CvCC or influence attempt. Cave-Goblins can get this to hand every turn.

You may want to include Ancient Black Axe if that item was lost by a Grey Player. Then, give it to Orc-Captain to help his two pals.

FACTIONS

Four factions will wage war on the inhabitants of the Northern Waste so to remove aid to the Elves of Evermist. Battle will be slow however. There is time to move the factions back to Eithel Morgoth for healing. These Orc factions will target one hero faction at a time. Swift Onset is in the playdeck for quick playing. Play Snow Trolls to use Grond. Terror Heralds Doom is included to influence the factions to ensure the factions are played.

Expect Gondring to be slumbering at the start of the Power Deck. Influence her so to remove her Lair as a possible site for a Tear of Yavanna. **Gondring Roused** is a prized at 4 MP. An attempt of 13 is required. A discarded major item grants +4. This should be done for the attempt. In play, those in either Bay of Forochel, Rast Lasnaeth or Forochel face an Ice-Dragon attack of 2 strikes at 12/8 with attacker choosing defending characters. The prowess is low, but the body and attacker type can keep it alive.

Cave Goblins are only present to fetch Fungi every turn. It is an Orc faction of 1 MP played at any Under-deeps with a surface site as a Ruins and Lairs. The Wind-Deeps and The Gem-Deeps are the closest such sites. The Wind-Deeps will be a Darkhaven for you. You need a 9 attempt (Orc +2, Leader +2, Troll -5).

Ice-Drakes of the Ered Úmarth is also 4 MP needing a 13 to play. A discarded magic card from hand grants +3. This faction should in play and alive to start the Power Deck. In play, those in Gondalf, Narthalf, or Minheldolath will face an attack of 3s15/5 if a roll is lower than 7.

Play A Few Recruits Rast Lasnaeth or at Bernastath when the FvFC begins. An attempt of 9 is needed (Leader +2). Do not battle with the faction alone. Eddy in Fate's Tide will not limit the sites to play this faction.

Other factions can be included. Snow-Trolls is a perfect choice needing a non-Lair Ruins or Shadow-hold in the Northern Waste. Wargs of the Tundra are only playable at a site far away from Narthalf.

ALLIES

Allies for the Power Deck are meant to be used in combat. Some allies cannot normally move on the surface. Unhappy World will change that. Move these allies to the surface when the third deck commences near to the Grey Player nearest to winning. Unhappy World needs four demon or spawn cards to be in play. You will have at least two allies.

Replay Evil Thing Lingerling if discarded. Evil Thing Lingerling 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 the 2 MPs help.

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.

Great Troll is a simple ally played by a balrog. Its 6 prowess and 8 body will protect a Great

Shadow balrog.

Eägoth is another spawn ally of 3 MPs, but only played at Vaults of Utumno. Play this gruesome card near the end of the second deck to limit it killing the controller. A roll is made to keep this ally in play against the controller's mind (10 for balrog). Failure eliminates the character. You may want to play this on Durlach. As Great Shadow, the avatar's body will be 9 if this ally taps for its special ability, because the balrog is a maia. The ally has 8 prowess and 8 body.

MISSIONS

These resources will count much for this player: up to 17 MPs. Two copies of Maker's Map and one Roots of the Earth sum to 5 MPs. This resource needs a Ranger. It provides +2 for under-deep movement rolls. Dark Forges, on a weapon, and Pursuit Through Barren Lands are another 6 MPs. Remnants of Old Robberies were in the Avatar deck. Consider a copy for the Power deck if you get at least 2 MPs, else select factions lost by other Grey Players.

Eddy in Fate's Tide is a surface mission event. It only needs a non-surface site and Durlach to tap. Select one site that is a Ruins with no Information. Such a site will likely be used to play a Tear of Yavanna. Malgolodh's Cave is one site since it is in the same region as Evermist and the automatic-attack is weak. The penalty of playing an ally or item at the site is only a problem at the normal Ruin sites. Select the nearest sites to Evermist that can play a Tear for the other two copies.

Durlach will destroy Border-holds in the Northern Waste. Select a site with a hero faction. Play Eddy in Fate's Tide to keep the Border-hold in play. Change the site type to Ruins using Vile Fumes. Now change the site type again using Hold Rebuilt and Repaired making the site a Shadow-Hold. Now you can play Chill Douser and Pukel-Men creatures on these sites. Target Leiri in Everdalf and Pieni Satama in this manner. Now the site has its automatic-attack of Gas strike with 7 prowess against all characters.

~~— People Diminish can target a Border Hold or Free Hold. It is worth 2 MP. Hyvät Kyvat is the target. Success discards its faction Helechoth and future influence attempts against any faction at the site is modified by -5. The site stays in play. Play Vile Fumes, then Hold Rebuilt and Repaired afterwards on the site.~~

~~— 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 Orc Quarrels and 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.~~

NORTHERN WASTE & UNDER-DEEPS

Creatures will be more diluted during this part of the game. You will be moving through Shadow-lands and Wilderness regions on the surface.

Crept Along Cleverly cancels types of attacks, which are more common for you to face such as Wolf, Animal, Spider, Dragon, Drake, or Undead. Great Fissure cancels an attack against a company moving to, from, or at an under-deeps site. This will help a Great Shadow balrog. Iron Shield of Old can tap to make one strike effectual against a Warrior. **Sharp Blade** is a short-event used with a non-minor item weapon against a non-Nazgul, non-Undead strike. The event can be fetched by tapping Angrist. Play the event on the last strike assigned when all other strikes

defeated. Ungoliant's Foul Issue has two strikes. Use this event on the second strike if the first was defeated. Combat or CvCC is a prime moment to use this event for Kill MPs. **Grond** will be played on Snow-Trolls at Amon Anlug. This resource lowers each automatic-attacks at the six Free-holds and Border-holds in Lindalf and adjacent regions by -3. This will allow easier access to the Man-holds and Umlu-holds with 9 prowess attacks. An inverted stored Pursuit Through Barren Lands modifies all Elf attacks -1 strikes and prowess to a minimum of one. Now, Helloth will have 8 or 7 prowess attacks. Evermist will have its second automatic-attack changed to two strikes with 7 prowess.

Skies of Fire is a permanent-event benefiting some minion resource events, but it will discard Doors of Night. Thus, note the risk of playing this resource event. **What of the Dawn** is another environment event. As a short event it cancels one environment hazard for the company that turn. Or a roll is made to fizzle one hazard short-event played on the company or associated entity. **Heed Not the Defence** is great for a company of Orcs that have little to no non-Warrior skills present. This event affects a few races including AAs. The number of Warriors minus other skills in the company has +1 to a roll to cancel the attack. A result greater than 9 cancels the attack. A Ringwraith receives +6 bonus.

Prone to Violence allows combat with other minion companies.

Hold Rebuilt and Repaired will be used to create a Shadow-Hold. Even if it is for a turn to play Vile Fumes this resource is acceptable to be discarded next turn.

MOVEMENT

Legendary Stair can sneak a turn of combat and return to safety even if you start in the Under-deeps. For example, start at Under-Forges, then move to The Wind Throne using Gangways of the Over followed by using Fungi to move on the surface. Two Maker's Map provide +2 each for move rolls. Two Miner's Pick chip +1 each for move rolls. Iron Shield of Old has +2 bonus.

Dry Tunnels is a short-event for a moving company using Under-deeps movement to nullify River. Each company has two Rangers. The Way is Shut has a chance to be cancelled, but The Reach of Ulmo though can cancel this resource. You do not want to waste any turn.

Coastal Seas may be needed to be crossed. Large prowess creature lurk under the water. Grinding Ice is a Environment long-event changes Elven Shores or one Coastal Sea in company's site path into a Wilderness. This can be played has a hazard helping to play your Fell-Bear.

SAGES & COMMAND

Voices of Malice is the only Sage event. Three Sages are in the deck: avatar, ally, Orc-Shaman.

Durlach is a normal leader. Three other leaders will do the will of the balrog. No More Than Nonsense will be played on the two main leaders: Lugronk, Agog.

I'll Be At Your Heels then is played on Lugronk to help with item corruption. Obey Him or Die will be played on these two leaders for +4 and neither can be discarded by a body check.

Fell Captain is played on a leader. Put this on the avatar to give the factions +2 prowess for battles.

SITES

Sites include surface sites and under-deep sites. Eithel Morgoth and Under-Forges are the natural darkhavens.

No free-holds are expected to be visited. Factions and missions are the prime movers to tap sites. Pieni Satama, Leiri, and Malgolodh's Cave will obtain Eddy in Fate's Tide. Two are Border-holds. Play Vile Fumes and Hold Rebuilt and Repaired on the normal Border-holds. A Few Recruits can be played at tapped sites. Kylmatalo and Linnarthurras are two sites to find these maggots. Bernastath is a third option. Play the Cave Goblins at The Wind-Deeps. Play Snow-Trolls at Amon Anlug to use Grond on several sites.

The Wind-Deeps will be a Darkhaven. Fungi can be played at that site. Eägoth must be played at the Under-deeps. Great Troll will be played at a non-Darkhaven Underdeeps site. Do not tap a site that will block any passage. Under-Vaults and Under-Grottos are optimal sites to tap. Bonus to movement rolls gives confidence that you travel great distances underground.

NORTHERN WASTE

Only the Elves of Evermist will be a frequent hassle. Dragon-lords, Alatar, Felagrog will be secondary threats. These three must make the effort to move to reach you. Angmar and Saruman at Rivendell will not attack you unless you are near winning. This means to avoid moving into Eriador or Wilderland unless on a quest for a specific task such as an influence attempt or combat.

MARSHALLING POINTS

- C=9 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=7 There are many items worth MP; most are 1 MP. With so much fighting expect to discard many items. Runeknife, Iron Shield, and three major items are expected to be in play.
- F=7 Orcs, Recruits and those Ice-Drakes are expected to be played with effort.
- A=2 One of the two allies should be in play.
- M=4 Maker's Map might be hard to keep in play. One of those and Eddy are expected to count.
- K=3 You want to cancel creatures, which means you may not gain much Kill MP.

HAZARDS

The creatures are expected to have more of an impact than the events. Creature types are not common to cancel while the events are narrow in targeting, but most are long or permanent events. Creatures keyed to Shadow-holds were selected to key to your remade Shadow-holds. Kolver Enraged will enhance your Bears and Whale creatures.

CREATURES-21

Two Home Dragons will help with your hazards. Gondring at Home increases the hazard limit of Northern Waster companies using a Coastal Sea by two. 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.

Sellswords cover Shadow-holds and Border-holds. It has two strikes of 9 prowess. The targets are likely to tap. This creature will be easy to play.

Pukel-men are playable at Ruins in their specific regions around the White Mountains (Lamedon, Anfalas, Old Pukel-Gap, Andrast, Old Pukel-land, Enedhwaith, Dunland, Gap of Isen, Rohan, Anorien). Pukel-men is playable at Shadow-holds and Dark-holds with its two strikes of 11 prowess. Few resources can cancel an attack of this type.

Chill Douser's attack is mild at 3 strikes at 8 prowess. It is common keyed to Ruins and Shadow-holds. Its ability is to modify undead attacks later that turn by +1 strikes and +1 prowess. There is only one site in your area of the Northern Waste with Undead.

Great Northern Bear has 12 prowess, but 7 body. He only has one strike with +4 prowess against Dragons. He can be keyed to 11 regions adjacent to Anduin Vales (except Wold & Foothills, Southern Mirkwood) and Woodland Realm. Non-haven sites in these regions will also face the bear. Only one copy of this creature can be played during a given movement phase. Kolver Enraged modifies to two strikes, 12 prowess, and 5 body.

Watcher of the Water is an animal found in Double Wilderness and Coastal Seas. Since it attacks every character it has a high chance of surviving with its 8 prowess. You should at least wound one character if targeting the Elves of Evermist.

Demon Whale is an animal and demon. Its single strike with 12 prowess and 7 body is not the best, but it chooses defending characters. It has +2 prowess if the company's size is 5 or more. It is keyed to any Coastal Sea region in The Northern Waste. Doors of Night expands it to Dor Benor and Elven Shores.

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

Ice-drake is a little weaker with 15 prowess, but found in a few regions and has two strikes. It can bother the Eriadorian (Elven Shores, Forochel, Angmar), Wilderland (Gundabad, Narrows, and Withered Hearth), and Northern Waste Divisions. Expect to play this creature 4/9.

Errand-riders of Gondor are not region specific with its low two strikes. But if the attack is not cancelled or defeated then any dúnadan creature can be played afterwards on the same company. If such a creature is region specific then the minion company must be moving in a territory with a region listed on the creature card. It can target Dunadan-holds.

Durin's Folk has five strikes at a good prowess of eight. It is commonly played to Borderlands and Wilderness. This creature should be useful in tapping many minions early in the game. It can be keyed to The Shire.

Creatures

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

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

HAZARD EVENTS-28

The events are environment and Northern Waste focused. These hazards hurt you by enhancing creatures. Stay at a darkhaven for healing if movement is impossible. There are 10 environment hazards in this deck. Several events hurt Fallen-wizards. You want this because you will not move far to attack a Fallen-wizard that will soon win the game based on marshalling points. Half of these events can be played on any company.

Base cards-1

You have 1 copy of Twilight. Mordo is your only Environment hazard event. You have Skies of Fire, What of the Dawn, and Grinding Ice resource events.

Corruption/Check-12

Darkness Under Tree requires Doors of Night and taps an Orc, Troll or Man character. It is not an Environment. Likely, you will only tap a Man character.

River is played on a Site and will tap a Ranger on a moving company. This can help the low prowess creatures wound (Chill Douser).

Veils Flung Away may tap or discard orcs/trolls moving in FD, BL or a Wilderness if Doors of Night is not in play. Only Fallen-wizards will have the chance to have such races. Else a character failing a body check, modified by +1, becomes tapped. The hazard also does not count against the hazard limit. This event is played on a company moving in a Wilderness, Border-land or Free-Domain when Doors of Night in play.

Cast From the Order is a permanent-event played on a Fallen-wizard. You make a roll to have a chance to affect the alignment of some site types. Add the roll to this Stage Points. A result less than 32 discard the event. Else the hazard makes the target's company overt, and he must use minion sites for hero Havens, Border-holds, and Free-holds.

Mask Torn is another permanent-event barring Fallen-wizards bringing characters with more than 4 mind into play. If the Fallen-wizard has more than 18 stage points, the may not bring characters with more than 3 mind into play.

Power Relinquished to Artifact makes an Avatar tap for removal. His prowess and direct influence are reduced by one. This is little, but an avatar with stage points is punished. Fallen-wizards or Fallen-lords have this modification at -5 if more than 40 SPs, -4 if more than 30 SPs, -3 if more than 20 SPs, -2 if more than 10 SPs. Alatar or Radagast has the modification of prowess to zero and double for direct influence. Deck exhaustion discards this event.

Main Theme-11

Your main hazard theme is to create or enhance attacks. Characters are more powerful during this part of the game.

Whole Villages Roused will hurt heroes at hero Border-holds and Free-holds. This event changes the sites automatic-attacks to be what is on the minion version, but detainment against hero companies and with +2 prowess. Only two of your creatures can target such sites allowing you fill this hole in your strategy.

Drums is a long-event increasing hazard limit, attacks' prowess, and certain sites' automatic-attacks. First, each company at or moving to an Under-deeps site has its hazard limit increased by one and prowess of attacks is increased by one. This will affect you but in a limited way. Then sites in regions near mountain slopes have their automatic-attacks modified by +1 strike and +1

proWess (by +2 if Doors of Night is in play). These regions include Angmar, Gundabad, High Pass, Redhorn, Gap of Isen, Rohan, Southern Mirkwood, Udun, and Gorgoroth.

Kelvar Enraged is the enhancer for many animals (apes, bears, boars, eagles, and whales) adding a strike. You have five such creatures. This long-event gives +1 strike and -2 body. Doubled Vigilance is playable on a shadow-hold, but also a Ruins/Lairs or Border-hold if 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.

The Black Enemy's Wrath will slow any hero company entering Mordor. Black Players and balrog's are immune to this hazard. A Lava attack of six proWess is added to each Under-deeps site, Shadow-hold, and Dark-hold. Your sites with Eddy in Fate's Tide have an added protection. The penalty for not tapping is not -3, but -5.

Hunt For the Ring is a permanent-event that can be lethal against almost all other players. Every ring in a company adds risk by allowing one Nazgul or Mair, or a Free Peoples Dunadan or Man creature not count against the hazard limit.

Doubled Vigilance is played on a Shadow-hold (or Ruins & Lairs or Border-hold if Doors of Night in play). A roll is made either nothing happens or the company faces a nasty attack of Orcs having 4strikes with 9 proWess before entering the site and resolving any automatic-attacks. This can help your rebuilt, vile sites.

Secondary Theme-4

Long years have passed for you to harness the Mordo from the dark places left desolate since the First Age. Mordo is a Unique Environment. It all gets worse in the Northern Waste. First, creature attacks without an asterisk keyed to a region or a site receive +1 proWess. Every hero or covert company moving the Northern Waste has its hazard limit increased by one. Every hero company character moving with Triple Wilderness or a Shadow-land in the Northern Waste make a corruption check at the end of his movement/hazard phase. Finally, hero factions playable at sites in the Northern Waste give one less MP weakening them in battle.

Which Might Be Lies discards a stored resource permanent-event that needed an Information site. Such a discard should cost its owner a few MPs.

Reluctant Final Parting does not hurt Balrogs. This permanent-event discards any ally when its current site is an Under-deeps site or if its nearest Haven is not any of its nearest Haven for its home sites. The loss of marshaling points is not much, but the loss of abilities can hamper opponnets.

Flotsam and Jetsam can be a great equalizer. This permanent-event prevents searching or looking at any portion of his play deck or discard if he has less than 16 cards in his play deck. Fallen-wizards this applies to 21. You only have Fungi to fetch, but expect this card to last only two turns once you have less than 16 cards.

Utility-3

~~Outpost is a staple. Try to recycle the dragons with it.~~

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 and 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 or sideboard to your hand. Additionally, If Master of Dread and Fear is played by Durlach, this applies to any opponent's characters in the Northern Waste and you may discard one card from hand to look at up to 2 random cards at once from your opponent's hand.

DURLACH

WARRIOR/SAGE

BALROG

[Avatar GI: 18; DI: 8; P/B 7/10 Home Site: Eithel Morgoth or The Under-forges]

Unique. Balrog. Flying. Leader. +2 to the roll for his company to move between adjacent Under-deeps sites. Durlach's prowess is only modified by -1 when not tapping to face a strike.

He may not use region or starter movement.

Benefits of balrog players: relative safety of under-deeps, massive MP events, fana abilities. Felagrog has the benefit of being closer to Mordor, and other under-deep sites and hoard greater sites. Durlach has the benefit of the isolation in the Northern Waste away from common surface site Free People creatures and near to sites specific for some allies and items.

The goal is to equalize the two avatars while setting strengths. At the start of this I will like to make Durlach want to squat more, use surface movement more, and have more access to magic.

Compare:

Felagrog starts as a Ranger, Durlach is a Sage. I like to allow Flame of Udun provide the Ranger skill. This will help Durlach. Thus, Felagrog can right away deal with River or go on the surface. I think Felagrog will move more alone and with smaller companies than Durlach due to prowess/body. But, Lieutenant of Morgoth grants Flame of Udun sorcery use. I am open to give sorcery to Strangling Coils and Shadow-magic to Great Shadow. Then give Durlach sorcery, which will encourage surface movement like Govern the Storms and Riven Gate. Then The Well will be likely used.

I like giving Felagrog 8 prowess and 11 body so to engage in more attacks. Durlach then will be 7/10 pushing to be with other characters. No 9 prowess due to ease of the dwarf mission events.

Home sites benefits Durlach with a surface home site. Felagrog has Under-gates as a home site. This can help Durlach test gold rings when the avatar is played.

I want to make Durlach a leader and maybe a Warlord too. If a leader, then bump his DI to 8 so his DI will be dropped to six from many of the command events.

Movement bonus is important. Felagrog has moving between under-deep sites. Should Durlach have the same or using under-deeps movement. I think with many changes, no, else give a +2 bonus using under-deep movement.

To encourage surface movement by Durlach, allow him to use non-overt characters in his deck

allowing maybe better play of magic rings and thus magic thus using The Well?

To encourage surface site play for Durlach, the character card allows followers. I feel this means that there will be issue with having a surface and an under-deeps company with no fear of bouncing when Durlach is not in a fana.

25x2=50+a19+c1+d18=88

COLUMN A

Enemy

COLUMN B

To

COLUMN C

From

COLUMN D

Blasting Fire

Vile Fumes

c1

d1

Vile Fumes

d2

Vile Fumes

d3

Fungi

d4

The One Ring

d5

Eddy in a Fate's Tide

d6

Eddy in a Fate's Tide

d7

Eddy in a Fate's Tide

d8

Challenge the Power

d9

Challenge the Power

d10

Challenge the Power

d11

Cave-Goblins

d12

A Few recruits

d13

A Few recruits

d14

A Few recruits

d15

Snow Trolls

d16

Eagoth

d17

Great Troll

d18

Voices of Malice	What of the Dawn
Weigh All Things to a Nicety	What of the Dawn
Weigh All Things to a Nicety	What of the Dawn
Under-Roads	Hold Rebuilt and Repaired
Under-Roads	Hold Rebuilt and Repaired
Under-Roads	Hold Rebuilt and Repaired
Foe Dismayed	Skies of Fire
Foe Dismayed	Skies of Fire
Foe Dismayed	No More Nonsense
Ghash	Terror Heralds Doom
Ghash	Terror Heralds Doom
Ghash	Terror Heralds Doom
Heart of Dark Fire	Scourge of Fire
Heart of Dark Fire	Scourge of Fire
Heart of Dark Fire	Mine or No One's
Roam the Waste	Cloaked by Darkness
Roam the Waste	Cloaked by Darkness
Roam the Waste	Cloaked by Darkness
Streaming Fiery Mane	Darkness Wielded
Streaming Fiery Mane	Darkness Wielded
Streaming Fiery Mane	Darkness Wielded
Master Dread and Fear	Flame of Udûn
Master Dread and Fear	Flame of Udûn
Strangling Coils	Great Shadow
Strangling Coils	Great Shadow
A1	Angband Revisited
A2	Angband Revisited
A3	Angband Revisited
A4	Orders from the Great Demon
A5	Out He Sprang
A6	Grond
A7	Prone to Violence
A8	Unhappy World
A9	Swift Onset
A10	Heed Not the Defence
A11	Heed Not the Defence
A12	Heed Not the Defence
A13	Ancient Secrets
A14	Ancient Secrets
A15	Dry Tunnels
A16	Dry Tunnels
A17	Grinding Ice
A18	Grinding Ice
A19	Legendary Stair