

DCCD - BALROG - FELAGROG - LORD AND USURPER

The Flame of Udûn has long been plotting his revenge on the Dwarves. The gathered armies of Durin's Folk decimated the ranks of his goblin slaves, and now there are few left to mine for Mithril. This cannot be borne! Thus, taking the guise of a less terrible form, Felagrog enlists the services of Hurog and his Goblins from the Dragon Gap, to replenish his legions and start mining again. Meanwhile, his lieutenant Buthrakaur is out of control. It's been too long since he's tasted man-flesh, and now he is roaming the wilds, burning and pillaging as he goes.

Starting company: Bûthrakaur (*Fizzling Torch, Whip*), Hurog, Lugdush (*Foul-smelling Paste*)

Starting site: Moria

DC-level: * DC Apprentice (dc intensity 33%, non-FF/NE 7%)

1. Bûthrakaur and Lugdush will go to loot nearby villages (Cameth Brin, Dunnish Clanhold) and burn them down. They also enlist the *Great Lord of Goblin-gate*, and later gather factions (*Orcs of Gundabad*, *Grey Mountain Goblins*, sideboard). First turn, get some help from sideboard (2x Crook-legged Orc). *Nb.* Orc-grunts can also be played at any Orc-hold.
2. Hurog will move back and forth between Moria and The Undergates to oversee mining activities. Get a few Goblin-miners with him to play *Durang*. With this, Hurog (or Orc Shaman) can then play *Dark Forges* at Moria (an Orc-hold). Keep moving up and down to arrive at untapped Darkhavens. *Fungi* can also be good when moving away later. Remember: you can have multiple Darkhaven sites in play to avoid joining/splitting companies and thus losing your *Swarm of Bats*.
3. Tap The Balrog to get technology items into your discard pile (*Mechanical Bow* 2x, *Blasting/Liquid Fire*). These can be played by discarding *Dark Forges*. Tap him some more to sideboard directly into play deck: *Ancient Black-axe*, *Breach the Hold*, *Invade Their Domain*, and *Lord and Usurper/Arkenstone* (in this order of importance, as it is the order of play). Or use *Ancient Secrets/Neigh All Things* for this.
4. When you've done some *Dark Forging* and got some items, set out on your quest to reclaim a Dwarf-hold. It will take a turn to move to The Under-leas (play *Ancient Black-Axe*), another to play *Breach the Hold* at Rusted/Drowning-deeps, and another to move up to the Dwarf-hold to play *Invade Their Domain*. This is where the big points are in this deck, so don't wait too long to start moving!
5. **Final tips:**
 - By DC rule, any cards from Pool not used in the Draft may go to your sideboard or play deck. Place the leftover low-mind characters in your sideboard, as Balrog player you can play them straight from there.
 - Play *I'll Report You* first on Bûthrakaur. When you decide to move The Balrog's company, transfer it to Hurog, as they'll be facing some nasty attacks.
 - With *Strangling Coils* The Balrog can untap all characters in his company! Don't forget this; your sages might be tapped a lot, playing and/or using *Dark Forges*.



DCCD - BALROG

FELAGROG

LORD AND USURPER

- Fighting a Dwarf-lord: consider getting *The Arkenstone* from sideboard. By DCE it's now a hoard item, but *Long Forgotten Gold* (sideboard) allows the play at a Dwarf-hold. Also consider *Invading Nurunkhizdin* (or a *Reclaimed Moria*) using *An Evil Fortune* (sideboard). To draw the Dwarves closer to you and attack them, use *Call of the Deeps* (sideboard).
- *Dwarf-chopper* is very useful fighting Dwarves; if at all convenient, get Búthrakaur's company to exchange goodies with Hurog's (at Moria, or dropping down to The Under-leas).
- Get the most useful Wolf creature back to hand with *Legacy of Carcharoth*. Even though *Caran-carach* is most useful as short-event, it is still a creature. *Fell-winter* might backfire when moving to Border-holds, so watch out. Luckily you have a *Fizzling Torch*...

Pool
####

Minion Character (10)

- 1 Bolg of the North (DF)
- 1 Búthrakaur (BA)
- 2 Crook-legged Orc (BA)
- 1 Goblin-miner (NE)
- 1 Hurog (NE)
- 1 Lugdush (WH)
- 1 Orc Shaman (NE)
- 2 Orc Veteran (LE)

Minion Resource (3)

- 1 Fizzling Torch (NE)
- 1 Foul-smelling Paste (LE)
- 1 Whip (LE)



Deck
####

Hazard (33)

- 2 An Unexpected Outpost (DM)
- 1 Caran-carach (NE)
- 2 Dire Wolves (TD)
- 3 Doors of Night (TW)
- 2 Fell Winter (TW)
- 2 Legacy of Carcharoth (NW)
- 1 Peril Returned (TD)
- 1 Power Built by Waiting (AS)
- 1 Shut Yer Mouth (LE)
- 1 The Pack at the Door (NW)
- 2 Twilight (TW)
- 3 Wake of War (TW)
- 2 War-wargs (NW)
- 2 War-wolves (NW)
- 3 Wargs (TW)
- 1 Watcher in the Water (LE)
- 1 Were-wolf (NE)
- 1 White Wolves (NW)
- 2 Wolves (TW)

Balrog Character (4)

- 4 The Balrog [B] (BA)

Minion Character (4)

- 1 Orc Captain (LE)
- 1 Orc Shaman (NE)
- 2 Orc Tracker (LE)

DCCD - BALROG

Dual Resource (6)

- 3 Durang (DF)
- 1 Dwarven Axe (DF)
- 1 Fungi (DF)
- 1 Miner's Pick (DF)

Minion Resource (27)

- 1 Ancient Secrets (BA)
- 2 Broad-headed Spear (LE)
- 2 Burning Rick, Cot, and Tree (LE)
- 2 Dark Forges (NE)
- 1 Dwarf-chopper (DF)
- 2 Foe Dismayed (BA)
- 1 Gangways over the Fire (BA)
- 1 Great Lord of Goblin-gate (AS)
- 1 I'll Report You (LE)
- 2 Marauding Band of Orcs (NE)
- 1 Orcs of Moria (LE)
- 1 Orders from the Great Demon (BA)
- 2 Strangling Coils (BA)
- 1 Swarm of Bats (LE)
- 2 Swift Strokes (LE)
- 1 Tokens to Show (AS)
- 1 Voices of Malice (LE)
- 3 Weigh All Things to a Nicety (LE)

FELAGROG

#####

Sideboard

#####

Hazard (9)

- 1 Call of the Deeps (DF)
- 1 Crossing the Border (DF)
- 1 Lure of the Senses (TW)
- 1 Many Burdens (NE)
- 1 Muster Disperses (TW)
- 1 Ninevet (DF)
- 1 Old Enemies (DF)
- 1 Slip Treacherously (AS)
- 1 Too Much to Ask (WR)

Minion Character (4)

- 2 Goblin-miner (NE)
- 2 Orc Grunt (NE)

Minion Resource (17)

- 1 A New Domain (DF)
- 1 An Evil Fortune (DF)
- 1 Ancient Black Axe (AS)
- 1 Ancient Secrets (BA)
- 1 Blasting Fire (WH)
- 1 Breach the Hold (BA)
- 1 Great Bats (AS)
- 1 Grey Mountain Goblins (LE)
- 1 Invade Their Domain (BA)
- 1 Liquid Fire (WH)
- 1 Long Forgotten Gold (GW)
- 1 Lord and Usurper (BA)
- 2 Mechanical Bow (WH)
- 1 Orcs of Gundabad (LE)
- 1 The Arkenstone [M] (PR)
- 1 Voices of Malice (LE)



#####

Sites

#####

Balrog Site (14)

- 2 Moria [B] (BA)
- 1 The Drowning-deeps [B] (BA)
- 1 The Gem-deeps [B] (BA)
- 1 The Iron-deeps [B] (BA)
- 1 The Púkel-deeps [B] (BA)
- 1 The Rusted-deeps [B] (BA)
- 1 The Sulfur-deeps [B] (BA)
- 2 The Under-gates [B] (BA)
- 1 The Under-grottos [B] (BA)
- 1 The Under-leas [B] (BA)
- 1 The Under-vaults [B] (BA)
- 1 The Wind-deeps [B] (BA)

Dual Site (1)

- 1 Mines of Falek-dim [D] (DF)

Minion Site (20)

- 1 Amon Lind [M] (FB)
- 1 Barrow-downs [M] (LE)
- 1 Blue Mountain Dwarf-hold [M] (LE)
- 1 Bree [M] (LE)
- 1 Cameth Brin [M] (LE)
- 1 Deep Cleft [M] (GW)
- 1 Dimrill Dale [M] (LE)
- 1 Dunnish Clan-hold [M] (LE)
- 1 Glittering Caves [M] (LE)
- 1 Goblin-gate [M] (LE)
- 1 Gondmaeglon [M] (LE)
- 1 Iron Hill Dwarf-hold [M] (LE)
- 1 Ligr Wodaize Berne [M] (NW)
- 1 Mathlaburg [M] (NE)
- 1 Mount Gram [M] (LE)
- 1 Mount Gundabad [M] (LE)
- 1 Nurunkhizdín [M] (DF)
- 1 Raider-hold [M] (LE)
- 1 Sarn Goriwing [M] (LE)
- 1 The Wind Throne [M] (LE)



This document was created with Win2PDF available at <http://www.win2pdf.com>.
The unregistered version of Win2PDF is for evaluation or non-commercial use only.
This page will not be added after purchasing Win2PDF.