

VEINS OF ARDA

A deck by Franck Stassin

Deck Requirements : Only Dwarves may be played as characters (but you can play a Wizard).

Winning Requirements: Mithril has been stored at a Haven.

Remark : Mithril do not need to be in play at the end of the game.

Character Pool :

Starting company :

Thrain II + Cram

Balin

Oin + Cram

Bifur

Bombur

Other characters :

Thorin II

Bofur

Dain II

Dori

Nori

In deck characters :

Gimli

Gloin

Kili

Fili

Dwalin

Ori

Ressources (30) :

Vein of Arda

Vein of Arda

Vein of Arda

Dwarven Light-stone

Durin's Axe

Waybread

Waybread

Gollum

An Unexpected Party

An Unexpected Party

Await the Advent of Allies

Await the Advent of Allies

Safe from the Shadow

Saw Further and Deeper

The Dwarves are upon You !

The Dwarves are upon You !

Hazards (30) :

Durin's Folk

Durin's Folk

Durin's Folk

Dwarven Travelers

Dwarven Travelers

Dwarven Travelers

Arthadan Rangers

Steward's Guard

Ambusher

Ambusher

Cave-drake

Cave-drake

Alatar the Hunter

Gandalf the White Rider

Pallando the Soul-keeper

Radagast the Tamer

The Dwarves are upon You !
Many Foes He Fought
Many Foes He Fought
Many Foes He Fought
Forewarned is Forearmed
Forewarned is Forearmed
Marvels Told
Marvels Told
Smoke Rings
Smoke Rings
Smoke Rings
Longbottom Leaf
Longbottom Leaf
Longbottom Leaf

Saruman the Wise
Chill them with Fear
Chill them with Fear
Chill them with Fear
Returned Beyond all Hope
Stormcrow
Chance of Being Lost
Enchanted Stream
Call of Home
No Way Forward
Twilight
An Unexpected Outpost
An Unexpected Outpost
An Unexpected Outpost

Sideboard :

Resources (15) :

A Friend or Three
Blue Mountain Dwarves
Dwarven-axe
Elf-song
Free to Choose
Free to Choose
Gwaihir
Iron Hill Dwarves
Mithril
Praise to Elbereth
The Arkenstone
Treebeard
Withdrawn to Mordor
Twilight
Twilight

Hazards (15) :

Balrog of Moria
Bane of the Ithil-stone
Foolish Words
Foolish Words
Lost in Free-domains
Muster Disperses
Nameless Thing
Nameless Thing
Pilfer Anything Unwatched
Rolled Down to the Sea
The Ring Will Have But One Master
The Roving Eye
Smaug at Home
Dror
Fori the Beardless

Sites :

Goblin-gate => Gollum
The Under-grottos => Vein of Arda, Dwarven Light-stone, Durin's Axe
Lorien => Waybread, Dwarven-axe
Moria => The Arkenstone, Durin's Axe, Gollum
The Under-gates => Mithril, The Arkenstone, Vein of Arda, Dwarven Light-stone, Durin's Axe
Blue Mountain Dwarf-hold => Blue Mountain Dwarves
Iron Hill Dwarf-hold => Iron Hill Dwarves
Eagles' Eyrie => Gwaihir
Wellinghall => Treebeard

Deck description :

Characters are only Dwarves.
Thrain II is the strongest of them, being ranger and sage too.
Oin, just like Thrain, has body of 8 which is the maximum for a dwarf.

Balin is useful as sage for Marvels Told.
I like Bifur because of artwork with beer !
Bombur is a fun dwarf too.
Starting company requires 14 GI.

Deck is wizardless, because Dwarves don't want to share Mithril-lore with others.
Thus 3 copies of Smoke Rings and Longbottom Leaf ensure access to sideboard.

Few MP cards are straight in deck, among them unsurprisingly 3 copies of Vein of Arda.
Dwarven Light-stone and Durin's Axe are playable at Under-deeps.
Waybread is a strong item for companies storing at Lorien.

Resource events rely heavily on fight, in order to keep most characters untapped :
- The Dwarves are upon You ! against an attack with lots of strikes
- Many Foes He Fought to sacrifice a character against a strong attack
- Forewarned is Forearmed to reduce automatic attack at Under-deeps and protect against Assassin.

Hazard part is a Dwarf theme enhanced with Istari.
Playing wizardless disables only one Istar, opponent's wizard.
Stormcrow doesn't backfire.
Smaug at Home (in the sideboard) and No Way Forward don't backfire, because companies mostly move Under-deeps or in close area of Anduin Vales.
Additionally, Chance of Being Lost and Enchanted Stream are cool hazards in a deck with Dwarves.

The Dwarves agents (Dror, Fori the Beardless) must be played face up as protection against Pilfer Anything Unwatched (sideboard Withdrawn to Mordor if opponent play him first). You can sideboard the agents with the help of An Unexpected Outpost.

Play Notes :

Starting company's goal is to store Vein of Arda.
With An Unexpected Party it requires only 12 GI (Oin instead of Balin under GI).
Journey is the following :
- First turn to Goblin-gate => nothing to do (even if Gollum is in hand)
- Second turn to the Under-grottos => face the only one automatic attack thanks to Forewarned is Forearmed, and play at least one Vein of Arda
- Third turn to Goblin-gate => play Gollum if in hand
- Fourth turn to Lorien => store Vein of Arda thanks to Safe from the Shadow

Meanwhile build a second company at Lorien.
Saw Further and Deeper allows to play Thorin or Dain.
Play the second An Unexpected Party and Waybread.

If strong enough, go ahead with second company before the comeback of the first.
Otherwise wait for the ones who survive the journey.
Remnant of first company will later play Treebeard and/or Gwaihir.
Sideboard Balrog of Moria.

Second journey is the following :
- First turn to Moria => nothing to do (even if Gollum is in hand)
- Second turn to Under-gates => face the only one automatic attack thanks to Forewarned is Forearmed, which shouldn't be Balrog's one thanks to Balrog of Moria, and play Mithril
- Third turn to Moria => play anything playable here if in hand ; if Balrog of Moria is still in play, a Dwarf must be used as cannon-fooder
- Fourth turn to Lorien => store Mithril thanks to Safe from the Shadow

During second journey, key cards must be sideboarded to safe Mithril's quest :

- A Friend or Three and moreover Free to Choose against corruption
- Elf-song which is a must against the awful overall corruption check when storing Mithril
- Dwarven-axe if Mithril is stored during organisation phase of a fifth turn

Apart from the 2 main companies, Gloin and Gimli are key characters for factions.

They enter plays at their dwarf-hold home site, but only with Await the Advent of Allies, to not use GI.

They wait for their factions (which must be sideboarded).

With help of Forewarned is Forearmed, they can withstand Assassin.

They should play Blue Mountain Dwarves and Iron Hill Dwarves easily.

It would be perfect to play faction the last turn for more character MPs.

Otherwise don't forget to discard them the following turn because of GI.

MP overview (expected / max) :

Characters : 9 / 12

Items : 11 / 20

Factions : 4 / 7

Allies : 2 / 6

Miscellaneous : 2 / 6

Kill : 2 / 4

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Total : 30 / 55