

# THROKMAW/ROADBLOCK

50avatar

<b>C</b>	7	Shab Arch	<u>RESOURCE DECK/HAZARD DECK</u>
<b>I</b>	8	Forovirkain	40 cards in R. deck, 25 cards in sideboard
<b>F</b>	10	vs. Dain	40 cards in H. deck, 15 cards in sideboard
<b>A</b>	1	Northern Waste	14 characters in deck
<b>M</b>	5	Orcs of His Dominion	10 starting cards
<b>K</b>	1	Roadblock-Snow	144 total cards
			18 creatures
			DC: 16.char + 46.res + 25.haz =87

Throkmau the Vain has found the moment to rule as a Dragon-King.

Smaug has grown fat and lazy on his pile of gold. Smaug has gotten his own agent...for movies. After eating his fifth agent he has grown desperate for scripts - even a script with a hero hobbit. Lomaw the Old is now a senior citizen looking to collect free meals at the local diner. Scatha the Worm will anger all his neighbors who will soon revive the jewelry trade of Middle-Earth.

This Dragon-Lord will order Ice-orcs to recruit orc factions and dragon-factions with Coats of Fine Diamonds. Ice-orcs and Orcs of the Claw will bring power to this Wyrn. Throkmau will be Against the Eye to hinder competition in the Northern Waste and Fall Upon Them With Speed to show who is the Bane of the North.

Dragon-scales is armour worn by Talmog to be the main leader for this Dragon-lord. Throkmau will use events for combat. He will bring a firestorm, and move his pitted hide of corruption to block any assault with Bold Thrusts. He will risk movement in the Under-deeps for lost items to bear on the dwarves. There he may meet a powerful ally to give victory over Durin's Folk. His modes will Hunger, and Stalking. The Power Deck will move to Iron Hills for faction battles to bring Great Ruin and Fire Under Tree with Savage Swords.

His hazards are drake creatures and other denizens of the Northern Waste along with Roadblock. Nine drakes will find anyone in Triple Wilderness. Five hazard events are roadblock for anyone. Item play at hoard sites will bring its own peril.

Throkmau is in the Northern Waste Division with Lord Dain as his opponent.

## What I like about this deck:

Building an Orc Kingdom is novel. Heavy combat-oriented, nice items. Far movement of avatar using wings or in the under-deeps. He has the most dream-cards in any deck.

## What I do not like about this deck:

Hazard creatures are specific. Highly mobile avatar with 8 body is scary for 24 turns. Warlord phase is okay with the mighty creatures eating those that visit avatar. Deck may be too complex.

**Resources/Hazards not found in any other minion deck**

Azogs Scimitar	Stalk the Halls
Bone-Dice	Territorial Disputes
Dragon Scales	The Ar-rash
Dwarf Chopper	World Gnawed by the Nameless
Dwarf-Jelly Lantern	Wyrms Blood
Flakas-gul	
Fungi	
Seal-Bone Totem	Canadras at Home
Against the Eye	Scorba at Home
Appetite	Thorkmaw at Home
Are There Dragons?	Foes Shall Fall
Fall on Them with Speed	Broken Heirlooms
Fire-storm	Chance of Being Lost
Hide Pitted with Corruption	Cursed Treasure
Hunters and Slayers	Half an Eye Open
Memories of Ancalagon	Known to an Ounce
Orcs of His Dominion	Mordó
Spirit-Abuse	Snow in the Mountains

**Changes From Version 02.**

Bone-dice, Dwarf-Jelly Lantern, Flakas-gul, Snow-Trolls added.

Dragon-Teeth Necklace, Aranuth, removed.

Ice-Orc Foragers replaces White Wolves.

Cursed Journey added.

**Site Removed**

Deep Cleft, Thilgon's Tomb, Celeb-Ost, Framsburg

**Sites Added**

Amon Anlug, Norr-dum, Orod Cesthas, Bog Hills

**RESOURCES**(40/25)

1	Dragon-scales	
2	Dwarf-Jelly Lantern	
2	Iron-Shield of Old	
3	Azog's Scimitar	
2	Dwarf-chopper	
1	Broad Headed Spear	
1	Pale Enchanted Gold	
*	Black Hide Shield	
*	Seal-Bone Totem	
1	Bone Dice	
1	Fungi	
*	Dragon-totem	
1	Flakas-gûl	
1	Great Bats	
2	Sulfur-spawn	
2	Snow-Trolls	
4	Ice-orcs	
4	Orcs of the Claw-Shab Arch	
1	A Few Recruits-Bog Hills	
1	A Few Recruits-Urdic Camp	
1	Cave-goblins	
1	Khuzadrepa Roused.5-14	
1	Canadras Roused.4	
3	Against the Eye	s2
2	Territorial Disputes	s1
2	Orcs of His Dominion	s2
1	Dragon's Abode	s1

**15/9**

3	Bold Thrust	W
3	Motionless Among the Slain	W
3	Crept Along Cleverly	R
2	Voices of Malice	Sa
1	Dark Forges	Sa
1	Smart and Secret	com
1	World Gnawed by Nameless	move
1	Dark Tryst	
3	Weigh All Things to A Nicety	
1	Spirit-Abuse	sp3
1	The Ar-rash	pe
1	Caverns Unchoked	pe
<del>1</del>	<del>Coat of Fine Diamonds</del>	<del>pe</del>
2	Fall on Them with Speed	
3	Firestorm	
3	Hide Pitted with Corruption	
2	Wyrms Blood	pe
1	Are There Dragons?	
1	Appetite	pe
*	Dragon Mindbend	sp1
1	Oath of the Dragon	char1
*	Enchanted Stare	sp1
1	Hunters and Slayers	sp2
1	Hunger	hunt
1	1 Stalk the Halls	roam
*	Wielder of Old Arts	sp1
1	Memories of Ancalagon	magic
1	Veil Removed	magic
1	Artful Words	magic

**25/16**

**HAZARDS**(40/15)yyy **Throkmau at Home**

1	<b>Scorba at Home</b>	Dragon	+1 CP to all major items			
1	<b>Canadras at Home</b>	Dragon	True/ice in NW; Parsimony			
1	<b>Uruial</b>	dragon,undead	4	2	15	6 Lair-dead; lair-inplay
3	Ice-Drake	drake	1	2	15	x ES,Fo,Ag,Gu,GMN,WH
3	True Cold drake	drake	1	2	14	x Nu,Fo,Ag,Gu,GMN,WH,IH
3	Winged Fire-drake	drake-w-fire	x	1	2	12 x WWW, SLSL
3	Ta-Fa-Lisch	undead	1	3	8	x hoard, adr
3	Lossandamundar	animal	2	4	9	4 xCS in NW
3	Ice-Orc Foragers	orc	1	3	7	x
3	Snow-Elves	elf	2*	4	10	6 DB,Th,Ev,Lf,TO,TU

**21/3**

1	Doors of Night	P.env
2	Twilight	S.env

1	Forgot His Orders	P.char-leader	x1
1	Bitter Heirlooms	P.avatar	x2
1	Broken Heirlooms	P.avatar	x2
2	Dragon-sickness	S.check-item	x1
1	Cursed Treasure	P.corruption	x1
1	Despair of the Heart	P.corr-wound	
3	Foes Shall Fall	P.corruption	
1	Rebel-talk	P.general DI	

3	Chance of Being Lost	S.roadblock	
2	Snow in the Mountains	S.env,roadblock	x2
2	Cursed Journey		
1	Mordo		x1
1	All This Dwarvish Racket		

3	Half and Eye Open	S.assign-drake	
<del>1</del>	<del>The Black Enemy's Wrath</del>	<del>L.site-attack</del>	
2	Known to An Ounce		
3	An Unexpected Outpost		

**19/12**

## SITES

<b>FV</b>	Shab Arch			Orcs of the Claw
<b>TU</b>	Vasaran Ahjo-p	Info, m, ring	Umli.x9	Dark Forges
<b>IH</b>	Iron Hill DH	m, M, G, ring	dwarf.4w10	CvCC
<b>Lf</b>	Hyvät Kalat	m, ring	men.x6	Flakas-gûl
<b>Lf</b>	Ligr Wodaize Berne	m, M	Men.x9	Broad-headed Spear
<b>Lf</b>	Amon Anlug-h,sw	m, M	drake.2w10	Bone Dice
<b>Th</b>	Canadras	m, M	Canadras	Roused
<b>Th</b>	Orod Cesthas	Info	spirits.2w7	Snow-Trolls
<b>TU</b>	Bog Hills-sw	Info	vermin.d6	Recruits
<b>TO</b>	Celeb-Ost (adr)	Info, m, M, ring	traps, undead	*
<b>TO</b>	Collarmount	m, M, G	Lomaw	xxxxxxxxxxxxxxxxxxxx
<b>Lh</b>	Númenórean Tomb	m, M	trap.2w7, undead2w8	Azog Scimitar
<b>GM</b>	Norr-dûm (adr)	m, M, G, ring	Ando-anca	Dwarf-Jelly Lantern
<b>GM</b>	Steel Fall	m, M, G, ring	Urial	
<b>GM</b>	Long Peak (adr)	m, M, G*	Angurth	
<b>GN</b>	Gondmaeglom (adr)	m, M	Scatha	xxxxxxxxxxxxxxxxxxxx
<b>GN</b>	Ovir Hollow	m, M	Bairanax	
<b>GN</b>	Wind Throne	Info, m, M	orcs	
<b>WH</b>	Caves of Ûlund	m, M, G	Agburanar	
<b>WH</b>	Dancing Spire	m, M, G, ring	Daelomin	
<b>WH</b>	Gold Hill	m, M, G, ring	Itangast	
<b>WH</b>	Irerock	m, M, G, ring	Leucaruth	
<b>WH</b>	Thundercleft (adr)	m, M	Khuzadrepá	Roused.14(m+3,g+6)
<b>WH</b>	Tower of the Wolf-friend	Info, m (H)	wolf	
<b>NR</b>	Lonely Mountain	m, M, G, ring	Smaug	xxxxxxxxxxxxxxxxxxxx
<b>ud</b>	Rusted-deeps	m, M	drake.2w11, Sh	Iron Shield of Old
<b>ud</b>	Wind-deeps	m, M	orcs.5o7, Sh	Cave-Goblins
<b>FV</b>	Kala Dulakurth	m, M	orcs	Ice Orcs, Great Bats
<b>DG</b>	Deep Cleft	m, M	orcs	*
<b>TU</b>	Urdic Camp		men.4d7	Against the Eye, Recruits
<b>ud</b>	Cobalt-Deeps	m, M	orcs.5o8,rl	Dwarf-Chopper
<b>ud</b>	The Under-leas	m, M	orcs.5o7,rl	*

<b>MINIONS-10</b>		15-2-4-3-1			
4 Throkmaw	9/3/9/8+	W/Sc	DragonL	Shab Arch	t.P/B to Orc company
2 <b>Dakalmog</b>	6/0/6/9*+	W/Sc	uruk L	Kula Dulakurth	+2DI.orcs, +2DI.iceorcs
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc	nonUD RL	1CP, d7,8
2 <b>Talmog</b>	7/2/7/8*+	W/D	orc L	Den	+3DI.orcs
1 <b>Durba</b>	4/0/4/8+	W/R	ice-orc	Kula Dulakurth	T.heal wolf ally
1 <i>Ice-troll</i>	3/0/5/9*	W/R	troll	Ruins in NW	+1P.dwf, -1/-2 xNW
1 <i>Ice-troll</i>	3/0/5/9+	W/R	troll	Ruins in NW	+1P.dwf, -1/-2 xNW
1 <i>Ice-troll</i>	3/0/5/9	W/R	troll	Ruins in NW	+1P.dwf, -1/-2 xNW
1 <b>Urdak</b>	4/1/4/8+	W/Sa	ice-orc	Kula Dulakurth	+1DI.iceorcs
1 <i>Shaman</i>	4/0/3/7*	W/Sa	uruk	orc-hold	
1 <i>Shaman</i>	4/0/3/7	W/Sa	uruk	orc-hold	
1 <b>Nadash</b>	3/0/5/8+	W	ice-orc	Kula Dulakurth	Sc with wolf ally in NW
1 <i>O-Captain</i>	5/0/5/8	W	orc L	nonUD RL	+3DI.orc
1 <i>Claw</i>	3/0/5/7+	W	orc	Den	-3DI.influence
1 <i>Claw</i>	3/0/5/7	W	orc	Den	-3DI.influence
<i>starting company:</i>					
2 <b>Dakalmog</b>	6/0/6/9	W/Sc	<b>Mindbend</b>		
2 <b>Talmog</b>	7/2/7/8	W/D	totem, shield, <b>Enchanted</b>		
1 <i>Shaman</i>	4/0/3/7	W/Sa	seal		
1 <i>Ice-troll</i>	3/0/5/9	W/R			

### **Dragon lord company:**

18/25(20+5) GI

#### **#1 Snow Lords**

			[factions]		
Dakalmog-L	4/6/8/9	W/Sc	O6 3	totem, scimitar, <b>Mindbend</b>	[+2P.dw]
<b>Nadash</b>	3/0/7/8	<b>W</b>	O3 1	spear	
<i>Ice-troll</i>	4/0/5/9	W/R	T3 2	dice	
<i>O-snuffler</i>	2/0/3/8	W/Sc	o2 2	flakas-gûl	

#### **#2 Servants**

			[items]		
Talmog-L	3/7/9/8	W/D	O7 3	chopper, shield, <b>Enchanted</b>	
<i>Claw</i>	3/0/5/7	W	o3 0		
<i>Ice-troll</i>	4/0/5/9	W/R	T3 3	lantern	
<b>Urdak</b>	5/4/4/8	W/Sa	O4 0	seal, Arrash	[sp*,sh*]
<b>Durba</b>	4/0/4/8	W/R	O4 0		

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Throkmaw	9/3/7/9	W/Sc	G9 x	Stalk	
<i>Claw-L</i>	3/0/7/8	W	o3 2	iron shield, spear, <b>Oath</b> , Smart	

## THROKMAW THE VAIN

This Dragon-Lord will move to play events and hunt dwarves near his home site. He will use resources to enhance his stats and devastate lands around his lair. His prowess will be his main method to earn MPs himself. This winged-fire drake will though stay close to home for the Avatar Deck.

A pool of 20 GI is available to this Dragon-Lord. His mind is low at 9. His 3 DI gives low confidence to influence a faction or bringing or keeping into play characters. His 9 prowess is strong, but exposes him to the lethal drakes. His 8 body is a weakness like a snail out of a shell.

His natural ability is to tap at a Dragon Den giving +1 prowess and +1 body to all Orc characters in any of your companies until the end of the turn. This can either allow the minions to not be wounded or to survive a drake encounter. This ability will be used while in dream mode.

Combat will be frequent for Throkmau. He will permanently increase his body and use short-events to boost stats against a strike including CvCC. Expect dwarves seeking hide armour. Thus mingle your movement with resources suited for CvCC and hazard creatures in hand.

**Fall on Them with Speed** is for a flying company with an unwounded Dragon facing an attack. The attack's strikes are reduced by (10-dragon's prowess). Throkmau's prowess in Hunger mode is 9. Thus this resource can reduce the number of strikes from an attack from 1-3. Use in the under-deeps is prohibited.

**Firestorm** is for fire-dragons only. This event is made when facing an attack. The dragon receives +4 prowess and -2 to the strike's body. Or in CvCC each opposing character makes a body check modified by -1 for armor, shield, and helmet he bears. Failure results in wound only. This event can be used to kill a tough dwarf creature or to weaken heroes for the orcs to attack.

His body will be enhanced thrice per deck. **Hide Pitted with Corruption** raises his body by +3 for the resource turn.

**Wurm's Blood** is a permanent-event that is a positive when the dragon becomes wounded by a strike. If this resource is discarded after the successful strike, then a body check is made since the strike is considered failed. Also, if the dragon is wounded every non-Dragon creature played against his company that turn costs 2 against the HL. This can help in the Under-deeps by allowing just two creatures played against his company.

**Are There Dragons** is a permanent-event for a Dragon. When moving or at a site in a region or adjacent region with no Lair or Dragon Den then tap the resource to untap target Dragon or cancel an attack against his company. Untapping of the resource requires tapping Dragon. Discard the resource to cancel CvCC with Dragon or an influence attempt by the Dragon. Regions applicable include Illuin Mountains, Dor Bendor, Rast Lornaeth, Everdalf, Númeriador, south of Anduin Vales, south of Southern Rhovanion, south of Forrhun.

## MODES

There are two modes in the deck: Roaming, & Hunting. The problem with Hunger is that the dragon must eat something to remove the resource. A benefit of this mode over other moving modes is having unmodified prowess. Plan on eating a character using Appetite. However, Hunger can return a dragon to a Dragon Den if he used the next card. Keep in mind that you do not need to always be in mode.

**Hunger** is a hunting mode card. The target must move every turn through a Wilderness. Throkmau will have issues if he moves south into Anduin Vales. No non-dragon allies or characters can be in his company. He must stay within six regions from any Dragon Den. This

can help acquire a prisoner using the full 9 prowess. You can move far south to return from the Under-deeps or get a prisoner in Gondalf, Cardolan, Andrast, Gap of Isen, Anorien, Nurn, Khand.

**Stalk the Halls** is Roaming for the under-deeps. His rolls are modified by +1. The Dragon's prowess is modified by -2 to 7 if at or moving to an Under-deeps site with a surface site which is not a Dragon's Den or Darkhaven. Now, Caverns Unchoked will be played on Cobalt-Deeps allowing that site to be adjacent to Shab Arch. Other resources provide movement support including **World Gnawed by The Nameless**. That resource is taken to hand after moving to an Under-deeps site. It allows movement to another Under-deeps site. However, it does not allow movement to a surface site. The cost is that all creatures keyed to Shadow-holds attack normally, not detainment. The Cobalt-Deeps and others you may visit already have that condition.

Throkmaw	9/3/7/9	W/Sc	G9 x	Stalk
<i>Claw</i> -L	3/0/5/8	W	o3 2	iron shield, <i>Oath</i> , Smart
<i>Ice-troll</i>	4/0/6/8	W/R	T3 3	<i>lantern, spear</i>

Dwarf-Jelly Lantern and Iron-Shield of Old will provide +4 to movement. Throkmaw can control Orc of the Claw who will have the shield. Presence in the avatar's company helps with corruption too. Claw will have two corruption points for 3/0/5/8 stats. Ice-Troll will join carrying the lantern and Broad-headed Spear for stats 4/0/6/8 and 3 corruption points. That command event helps the avatar to attain 9 body.

Movement will be restricted to Cobalt, Wind, Rusted, Sulfur, Falek-Dim. Sulfur-spawn will be played during the Warlord Phase. Take Talmog with the avatar to visit Sulfur-Deeps. You can surface at Dol Guldur, and then move four regions to Foroviakain. Who will dare attack you at that Dark-hold? Hunters and Slayers will aid in feeding that ally. Consider using Artful Words to surface and influence away Orc factions, which has its "mind" reduced to zero when in play. It is also possible to play Against the Eye at a surface site. But the avatar's prowess will be 9 for not tapping using Bold Thrust. It will be 10 prowess if he is supported. Gaurblog Lug is a good target.

~~— Devourer of Hosts is a hunting mode. The event is made to eat factions. Any mustering card in play is the condition to play this event. You can move, but only three regions to a site in a region with an enemy faction. This allows moving to 12 other regions. Non-dragon factions worth 3 MP or more include: Ice Orcs, Orcs of Gundabad, Grey Mountain Goblins, Wargs of the Tundra, The Great Eagles, Beornings. Note, that the Dragon lord can keep moving away from a Dragon Den. But any region movement is only three regions maximum. Consider eating the Wargs so to make its home site a Dragon's Den for later invading Iron Hills.~~



## DRAGON-MAGIC

Four magic events will be used. Enchanted Stare is for controlling your own characters. It must be played during the site phase after a character was played by the Dragon-lord. Target only needs 3 points of GI. No rolls are required to keep him in play. The option to play on an influenced-away character will not be used. Target's prowess is modified by +1, but his body is modified by -1. The event will be played on Talmog shaving 4 mind off of GI.

**Veil Removed** is playable during the MOVE phase; it discards one hazard permanent-event on the company or character. Most likely Foolish Words. This is a needed event with few Sages available for Voices of Malice.

**Wielder of Old Arts** is a permanent-event. This allows the avatar to tap during his END phase to take one Dragon-magic card from his discard pile to hand. Most likely this will be Artful Words when playing a faction or Veil Removed to discard a hazard.

**Artful Words** is a short-event. Either the avatar receives +5 DI for the turn or +3 for flattery, riddling, offering rolls. This resource sets his DI to 8. This event helps keep your characters in play that are stuck with him in the under-deeps.

**Memories of Ancalagon** is a short-event forcing a character as the in the same region as a winged Dragon-lord makes a corruption check modified by -1. Else heal a Dragon character or ally from wounded to tapped. This can be used against Azog at Deep Cleft. Or you can play this after CvCC against a dwarf company that lost companions via your creatures and dragon-cards (e.g. Firestorm) that now bear items of their fallen. That is why Despair of the Heart and Half an Eye Open are in the deck

## CHARACTERS

This avatar has 20 GI. No events will increase GI. All the characters are overt. Throkma's DI is a low 3, which will prove difficult of keeping characters in play at his site. There are many four Rangers, two Scouts, three Sages, and one Diplomat. There are five unique minions. Only one character has a mind less than three. There are three leaders. Two core companies will use 14 of the 20 GI. This means that another character can be played for a specific purpose.

**Talmog** is the highest character. He is a 7-mind Orc leader from a Dragon's Den. He is a dragon-lord specific character with nice stats of 2 DI, 7 prowess, and 8 body. His Diplomat skill makes him a natural faction gatherer. He has +3 DI against Orcs. Enchanted Stare will be played on him when he leads a core company. He starts the game due to his high mind. But he needs body support for his effective 7 body.

**Dakalmog** is the first of the Ice-orcs in this deck. He is a 6-mind Uruk leader Kala Dulakurth. He is a tough Scout of 6 prowess and 9 body. He has +2 DI against Orcs and another +2 DI against Ice-orcs. He starts the game and leads a core company. Dragon Mind-bend is played on him.

**Orc-Captain** is the third leader. This non-unique orc serves as a reserve to the other leaders if one is eliminated. His 5 mind provides +3 DI against Orcs and 5/8 stats. He will come into play during the game when Dragon-scales is played.

**Durba** is an Ice-orc Ranger from Kala Dulakurth. He has 4 mind with a low 4 prowess and 8 body. His special ability taps to heal a wolf ally in his company. He will be in a core company.

**Urdak** is another Ice-orc from Kala Dulakurth. He is a rare Sage. A 1 DI is nice. He has average 4 prowess and 8 body. He has +2 DI against Ice-orcs. He is in a core company.

**Orc-Shaman** is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold can make his play easier. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to heal an Orc or Troll in the company. He starts the game, but should be discarded to play Urdak.

**Nadash** is a simple Warrior Ice-orc from Kala Dulakurth. His 3-mind gives him a strong 5 prowess and 8 body. He gains the Scout skill if controlling a wolf ally in the Northern Waste.

**Ice-Troll** is a non-unique wild troll. Three copies of Ice-Troll will be muscle. Each has 3-mind, 5 prowess, and no DI. Ice-Troll has 9 body. Ice-Troll is also a Ranger, but has +1 prowess against Dwarves and hates leaving the Northern Waste. His moving out of that territory modifies his prowess by -1 and body by -2. Ice-Trolls home site of any Ruins in the Northern Waste is convenient. Under-deeps travel makes him 4/7 stats.

**Orcs of the Claw** is a dragon-specific orc found at a Dragon's Den. He is a tough 5 prowess , 7 body Warrior. He is a poor orator with -3 DI to his influence checks. He discards on a body check of 7. Two copies provide muscle during a combat turn. One can be a follower to Throkmau while the other will general influence. One copy can replace Nadash.

**Orc-Snuffler** is included as another Scout. This Orc has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He does have a place in a core company.

## COMPANIES

The starting company has two leaders. Dakalmog is the first minion and the most important. He starts with Dragon Mind-bend. Orc-Shaman is the only Sage. Talmog is the other leader; he has Enchanted Stare. He is a Diplomat. Ice-Troll is the W/Ranger. A Black-hide Shield, Dragon-totem, and Seal-Bone Totem will be the slots for starting items.

Dragon Mind-bend, Oath of the Dragon and Enchanted Stare are the three stage resources to start. Two leaders allow two companies. Keep Talmog alone until more characters are played. He can bring more characters into play or play an item if cancellers are in hand.

<i>starting company:</i>			
2 Dakalmog	6/0/6/9	W/Sc	Mindbend
2 Talmog	7/2/7/8	W/D	totem, shield, Enchanted
1 Shaman	4/0/3/7	W/Sa	seal
1 Ice-troll	3/0/5/9	W/R	

### #1 Snow Lords

The Snow Lords company will influence factions. Dakalmog is the leader. He has Dragon Mind-bend. He wields Azog's Scimitar for a prowess of 8 or a prowess of 10 against dwarves. His DI against orcs is 4 used for influence attempts. Dragon-totem is carried by him for a total of 3 CP. Dragon Mind-bend reduces the target's mind by 2 and no rolls are required to keep the character in play.

Orc-Snuffler will be in the company to provide two orc-scouts. Give him Flakas-gûl for 3 prowess and help in attacks. Nadash is a Warrior with Broad-headed Spear for stats 7/8 to face the biggest strikes. Ice-Troll is the Ranger with 5/9 stats. He is the character to face tough strikes.

Dakalmog should be in any company to CvCC dwarves.

Nadash can be controlled by Dakalmog since that leader has +2 DI against ice-orcs. This company will influence factions and characters. Also, this company will gain dwarf creature trophies. Nadash can tap to cancel the attack at his home site.

#1 Snow Lords			[factions]		
Dakalmog-L	4/6/8/9	W/Sc	O6 3	totem, scimitar, <a href="#">Mindbend</a>	[+2P.dw] {0.4.2}
Nadash	3/0/7/8	W	O3 1	spear	
Ice-troll	4/0/5/9	W/R	T3 2	dice	
O-snuffler	2/0/3/8	W/Sc	o2 2	flakas-gûl	

## #2 Servants

Talmog is also a leader and a Diplomat for the Servants. He has Enchanted Stare to lower his mind to three in terms of required GI only. Dwarf-chopper provides +2 prowess and +2 DI. Now this Orc has 7 DI, 9 prowess and 8 body. He will handle the tough strikes including Dwarves.

He controls Ice-Troll, a Ranger to play items. Give him Dwarf-Jelly Lantern. Get a Dwarf-trophy on this item to cancel the effects of an environment hazard for the company. Orc Claw is the other follower with 5 prowess. Let him carry the treasure minor item. This company will play items at the Lairs.

#2 Servants			[items]		
Talmog-L	3/7/9/8	W/D	O7 3	chopper, shield, <a href="#">Enchanted</a>	
Ice-troll	4/0/5/9	W/R	T3 3	lantern	
Claw	3/0/5/7	W	O3 0		

## #3 Ice Sage

Urdak is the Ice-Orc Sage. He will play Sage events. Normally he has +2 DI against Ice-Orcs. Seal-Bone Totem gives another +1 DI against Ice-Orcs. This rune item gives the chance to gain a skill if bearing a specific trophy. Its corruption point is nullified when this Orc sage becomes The Ar-rash. Now the minion can use spirit and shadow-magic. Also the minion is granted +1 mind, +1 DI against Ice-Orcs, and +1 to corruption checks. Bearing a rune item allows him to fetch from sideboard Freeze the Flesh, Spirit-abuse, or Voices of Malice. Keep him away from the avatar by shuffling between sites. He can join either overt company.

#3 Ice Sage			[characters]		
Urdak	5/4/4/8	W/Sa	O4 0	seal, Arrash	[sp*,sh*]
Durba	4/0/4/8	W/R	O4 0		

There are many extra minions including another Orc of the Claw with a nice 5 prowess. another Ice-Trolls and one more Shaman, and Orc-Captain.

The orc that will be with Throkmau in the Under-deeps is Orc of the Claw. Put on him Oath of the Dragon to not be eaten and +1 to corruption checks. This orc has Iron Shield of Old and Broad-headed Spear for 7 prowess and three corruption points. Give him the command Smart and Secret for +1 body for 8 body. Let the Ice-Troll with the Lantern join for +4 to under-deep movement rolls. Give the troll the spear for stats 6/8.

## ITEMS

The items consist of battle-gear and influence bonus items. Attempt to gain 10 MPs from items. Two items are hoard items. The major hoard item can be used for faction influence.

**Black-hide Shield** is a minor item with a nice body boost with many characters with 7 body and the owner of Enchanted Stare. Another shield, **Iron-Shield of Old** provides +2 to under-deeps movement rolls and is tapped to make a strike ineffectual all for 3 corruption points.

**Seal-Bone Totem** is a rune, minor item giving one corruption point and +1 direct influence against Ice-orcs. Trophies give a skill to the bearer based on type: Animal/Spider/Wolf/Awakened Plant gives Scout, Dragon/Drake gives Ranger, Dwarf/Elf gives Sage skill. Bearer becomes an Ice-orc if he is a non-unique orc.

**Dragon-Scales** is an armor and helmet. This item requires to be played at a Lair of a dead dragon with the discarding of Dark Forges. Or you can tap five characters at Long Peak to satisfy the playing of this item. This item provides +2 body (max 10) and a Warrior gains +1 prowess and +3 DI. Bearer cannot be target of light or dark enchantments. The item can tap to cancel a dragon or drake hazard creature or automatic-attack. There is no rush to play this item.

Four weapons are included in the deck. **Broad-headed Spear** items grant a nice +2 to the bearer to a maximum of 9. The spear can be used for a dragon faction if needed.

**Azog's Scimitar** is a great weapon in the hand of an orc leader. It has +2 prowess to maximum 9 (dwarves to max. 11). An Orc leader has +4 prowess against dwarves to maximum of 11 and +2 DI against orcs. Though it is 3 CP for orc leaders. It is a major hoard item.

**Dwarf-Chopper** is the axe of choice against dwarves. It has a normal +2 prowess bonus, then +2 against dwarves (max. 10). It can allow a 7+ mind orc to face all strikes from a dwarf attack. Talmog then has 11 prowess against such an attack. A leader receives +2 DI against Orcs.

**Flakas-gûl** is a Bow Weapon. This minor item gives +1 prowess to maximum 4. An Orc may tap and make a roll for another character in his company assigned a strike. If the result is odds, strike is ineffectual, else strikes receives -2 prowess and body. An Ice-orc bearer can tap to defeat a strike bearer faces from an Animal or Wolf attack without body. It carries 1 CP.

Many harsh attacks will target the minions. **Pale Enchanted Gold** is a treasure and hoard special item. Discard to cancel a detainment attack by elves, which won't happen. But cancels any attack by Dwarves or Men. You plan on visiting three sites with Men or Dwarves attack. Dragon-sickness can target this item.

**Dragon-totem** is for leaders only. It provides +2 to bearer's rolls to bring characters into play. Dakalmog will have +6(+8 ice-orcs) to rolls with this item with no followers. Only those with a mind greater than three are not risk free.

**Bone-dice** is a rune item found only at Amon Anlug. This 2 MP and 2 CP item is tapped during the organization phase to make a roll: either company has no more phases that turn, hazard limit is reduced by two, attacks against company receive -2 prowess or discard a hazard permanent-event in play. A troll bearer can tap to re-roll.

**Dwarf-Jelly Lantern** is a unique item found at any Dragon Lair in the Northern Waste. You get +2 to movement rolls. Put a dwarf-trophy on the item to double a food item effect. Tap to cancel effects of an environment hazard for the company. It gives 2 corruption points.

**Fungi** will be played at Cobalt-Deeps as Caverns Unchoked. Only a tapped or untapped non-dark-hold under-deeps site is needed. Use this food item to move to another site including after moving to a surface site that WGBtN disallows. Use a faction to fetch it to hand.

## ALLIES

**Great Bats** bring the benefit tapping to remove an attack's ability to choose defending characters. There are many dragons with that ability. Try to play the ally on a minion with a high prowess since a wounded controller discards the ally. Even a tapped Shadow-hold plays this faction. Small companies are likely not to receive a benefit against the attacker Dragons, but Winged drakes are attacker of two strikes.

**Sulfur-Spawn** is a daughter of Shelob found under Dol Guldur and worth 2 MP. Its stats are 3 mind, 9 prowess and 9 body. This ally is a Ranger. Tap the ally to cancel a Spider or Spawn attack against the company. You expect to have a few Spawn hazards on the sites you visit in the Under-deeps, which can protect you from rivals. A victim is almost needed to keep the ally in play. Each turn you have a chance to lose a card in the company. Choose to discard a prisoner or trophy from the company. If not, then make a roll with a result greater than the prowess of its controller giving that company an attack. This is a lethal attack of Spider of 1 strike with 16 prowess killing anyone wounded by it. [another reason to give ally to a player using Calm-song].

This means to ensure useless characters or prisoners are in the company. That is why Hunters and Slayers is in the deck to acquire those trophies. A Worthy Substitute will be a Game Point to transfer the ally to Talmog. Then go grab CvCC dwarf prisoners to feed the ally. That leader will then wear Dragon-scales for 10 prowess. Give him Oath of the Dragon for +1 prowess and effective 3 cp. Then squat the avatar at a Dragon's Den and tap him to give +1 prowess and +1 body to all his Orcs. Now, Talmog has 12 prowess and 11 body. That prowess value ensures no back-talk from the ally. Let the leader have Smart and Secret too. The Power Deck will have the avatar using Dragon's Dream for larger companies and thus options to feed the ally.

#2a Servants			[items]
Talmog-L	7/5/7/8	W/D	O7 0
	7/7/9/8		2 chopper
	7/10/10/10		3 Scales
	7/8/10/11		Smart
	3/8/10/11		Enchanted
	3/8/11/10		+1 Oath
Sulfur-spawn	3/0/9/10	R	x
Durba	4/0/4/9	W/R	O4 1 shield
Claw	3/0/5/8	W	o3 0

## FACTIONS

This resource type is the main contributor to your MPs. There are five orc factions and two dragon factions. There are no enhancers to the influence attempts except for discarding an item for the dragon factions. Factions can provide up to 20 MPs.

**Ice-Orcs** are the prize orc faction. It will be played in the same region as Shab Arch. It requires a tough attempt of 11 (Wargs of the Forochel +2). It is 4 MP.

**A Few Recruits** is copied twice. It requires an attempt of 9 (Leader +2) and played at a tapped site of either Ruins, Shadow-Hold, or Dark-hold that is not a surface site. The following sites include Bog Hills, and Urdic Camp after made into a Ruins & Lairs.

**Orcs of the Claw** is another prize. It can only be played by a Dragon-lord at a Dragon Den. It requires an attempt of 9 (-2 for each Orc faction in the same or adjacent region). Such a penalty means that this orc faction will be played first before the other three orc factions. However, each orc faction in the same or adjacent region increases this faction's MPs by +1 to a maximum of four.

**Cave-Goblins** is played at any Under-deeps site whose surface site is not a Ruins. This is limited to Wind-deeps. You need an influence result of 9 (Orcs +2, Uruk -3, Leader +2). The faction was included to tap and take Fungi to hand from discard pile.

**Snow-Trolls**, not the music band Snow Patrol, are unique with a wide range of playability. Play this faction quickly. It needs an attempt of 9 (+2 Stone Trolls, -2 Ice Orcs, -2 Wargs of Forochel). Help is needed for this faction influence attempt. Tap this faction to cancel a troll attack keyed to a region or Ruins/Lairs in the Northern Waste. It is playable at any Ruins or Shadow-hold in the Northern Waste. Half of your sites are protected by this faction.

Two dragon factions will blanket many regions with passive dragon attacks. One dragon bothers Durlach and the other bothers Smaug and Lomaw.

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

**Khuzadrepa Roused** is a high 5 MP faction. His attempt is high at 15 (major +3, greater +6, Agburanar -3 or Itangast -3). He prowls Forrhun, Iron Hills, Withered Hearth, Northern Rhovanion, and/or Grey Mountains giving tough two strikes choosing defending characters. The strikes have +2 prowess against dwarves. This faction affects Dain, Smaug and Lomaw, Dain. Throkmau discarding a major item needs a roll of 10 if not using Artful Words (3+3+10=16).

## MISSIONS

**Dark Forges** is needed to play Dragon-Scales. The resource event requires a Sage and Information. Be careful that the bearer cannot untap with this event, so play the event when you visit Long Peak to play the item. Think about discarding it during the first deck to grab a major and minor battle-gear item.

**Against the Eye** is an invader event. It is played at a Shadow-hold. The Dragon-Lord faces one troll attack of a strike with 15 prowess. Tap the avatar afterwards to change all versions of the site into a Ruins. The site is never discarded or untapped. Try to play A Few Recruits here. It seems like a simple 3 MP event, but beware of the site's own AA.

**Territorial Disputes** is a Dragon-lord only resource giving 2 MP and 1 SP if successfully played. It can be played anytime when the avatar is at this home site. Now, his company can move with region movement to and from any Lair with that Lair's occupant in play through a



hazard or resource manifestation. All the “northern” drakes will be available to visit. Attacks from the occupant of the new site cannot be cancelled. Then the Dragon-lord faces an attack to start the phase duplicating the site’s first AA with +1 strikes and +1 prowess. Then the avatar taps to keep this card in play. Next, a roll is made to know what item can be played and the item can be played from the discard pile. Move to a site with an At Home manifestation. Hunger provides a 9 prowess and 8 prowess with no tapping. Bold Thrust is required giving a 12 prowess. Best sites to visit include: Ovir Hollow (1s12p), Dancing Spire (2s11p), Cirith Helalokai (1s11p). These three will be the worse at 1s14p requiring a 3roll. Play this event in the second deck when you have items in the discard pile.

## **WASTES OF FOROVIRKAIN**

The tundra of the Northern Waste end at the feet north of the Grey Mountains. Deep Wilderness lies north of the shadow-land Forovirkain. Dragon Gap to the southwest is another shadow-land. Grey Mountains and Withered Hearth are Wildernesses. Three of the skills have a resource in the deck.

Almost all the sites visited are Ruins or Lairs. Some Shadow-holds need a visit to play non-item resources.

**Bold Thrust** is there to keep an orc untap so to stay untapped for another large strike protecting the Sages or Scouts of the company. Else to keep the Dragon-Lord untapped after playing Against the Eye.

**Motionless Among the Slain** allows you to assign strikes from an attack. This can be useful to protect your low-prowess characters.

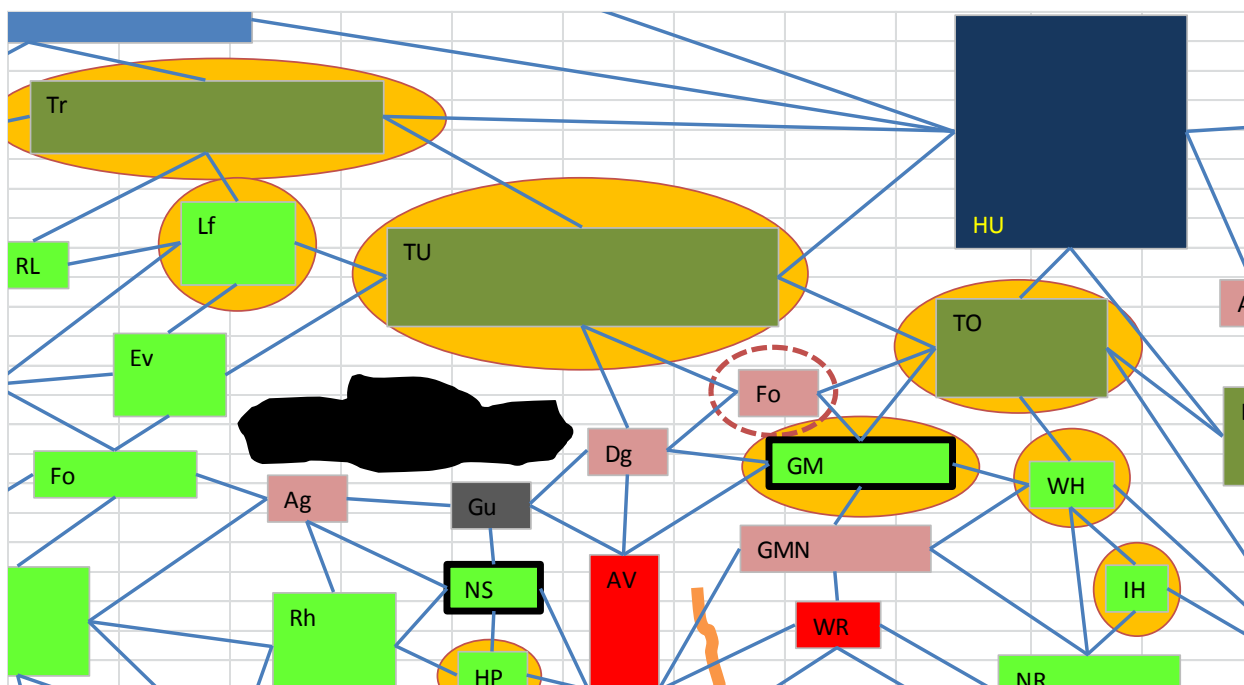
**Crept Along Cleverly** is another Ranger event. It will cancel many tough attacks found in the Northern Wastes such as dragons, drakes, undead, wolf, spiders, and animals. Each the Ruins & Lairs sites this player will visit to play a resource has one of these types including six Lairs.

**Voices of Malice** is the prime Sage event. A sage taps to discard a non-environment hazard permanent or long-event. But first makes a corruption check by -2.

**The Ar-Rash** is a unique event for an Orc Sage at a Northern Waste site. No this sage can use spirit-magic and shadow-magic. He receives +1 mind, 1 DI against Ice-orcs, and +1 to corruption checks. When controlling a rune item, he can tap to take Freeze the Flesh, Spirit-Abuse, or Voices of Malice to hand from the sideboard. When leaving the Northern Waste or Under-deeps this event is discarded.

**Spirit-abuse** is spirit-magic for such a user or a minion with a home site in the Northern Waste. Target makes a corruption check by -3. Then he may use hero rune items as minion items. If bearing a rune item and his company defeats a Animal or Wolf creature to take that card as a trophy. Afterwards one such trophy may be placed with the resource event allowing that trophy to attack after declaring CvCC. Trophy is removed from play when the resource event leaves play or after the CvCC use.

These 16 resource events should help the minions stay untap for the site phase.



Lindalf	R	Amon Anlug	throkmau	Drake
Lindalf	B	Hyvät Kalat	throkmau	Men
Lindalf	B	Ligr Wodaize Berne	throkmau	Men
Thorendaer	L	Canadras	throkmau	Dragon
Thorendaer	R	Orod Certhas	durlach,throkmau	Spirits of
Talath Uiechel	R	Bog Hills	throkmau	Vermin
Talath Uiechel	F	Vasaran Ahjo	throkmau	Umlí
Foroviakain	L	Shab Arch	throkmau	Dragon
Foroviakain	S	Kala Dularuath	throkmau	Orcs
Talath Oiohelka	S	Urdic Camp	lomaw, throkmau	Men
Grey Mountains	L	Norr-dum	smaug, throkmau	Dragon
Withered Hearth	L	Thunder Cleft	smaug, throkmau	Dragon
Iron Hills	F	Iron Hill Dwarf-hold	throkmau	Dwarves
Underdeeps	S	The Cobalt-Deeps	throkmau	Rock Fall
Underdeeps	R	The Rusted-Deeps	throkmau	Drake
Underdeeps	R	The Wind-Deeps	throkmau	Orcs

This Dragon-lord is isolated, but intruders are near. Lomaw, Smaug, Dain, Scatha, Witch-king, Durlach, and Azog may venture close. Two sites are shared with Smaug: Norr-dum and Thundercleft. Lomaw has Urdic Camp shared and Durlach Orod Certhas. Expect Lord Thrain to be at your under-deep sites. These dwarfs sprout from rock.



## SITES

Shab Arch is the inherited Dragon's Den. However, it is best to have another Den for the avatar while the minions heal away from the avatar.

Lands around Forovirkain are dangerous. Three Deep Wildernesses are north of the home region. Grey Mountains south is a mountain region blocking a route to the Grey Mountain Narrows. Dragon Gap is a Shadow-Land with Orcs. Withered Heath is a Wilderness with Dragons. Dwarves are south of that. The under-deeps site will be explored. Four region movement by the characters is only one site. Iron Hills is only region not the Northern Waste.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	2	2	6	3	3	0	17

Visits to 14 surface sites are needed. Five regions have a majority of your resources: Forovirkain(2), Thorendaer(2), Lindalf(3), Talath Uichel(2) have nine sites. Border-holds have Men AA. The lairs have Dragons. The Shadow-holds have Orc AA.

Attacks at sites include Dragon (3), Drake(2), Dwarf(1), Men(3), Orcs(2), Umli(1), Rock Fall(1), Sprits of Ice and Cold(1), Undead (1), Traps(1), Vermin(1). Four sites are shared: Norr-dûm, Urdic Camp, Orod Certhas, Thundercleft. Six sites contain a hoard, two are swamps, one is a port, and two are Ancient Dwarf-ruins.

The only close Free-hold to you is **Vasaran Ahjo** in Talath Uichel. Its AA is tough of Umli attacking everyone with 9 prowess. Information is playable at this port to allow Dark Forges. Use this site for that event if you defeat the AA.

**Iron Hill Dwarf-hold** is the site for playing People Diminished in the Power Deck. Use Pale Enchanted Gold to cancel the site's attack of 4 strikes with 10 prowess. Lindalf has two Border-holds. **Ligr Wodaize Berne** plays major items including Broad-headed Spear. It has a Men attack with 9 prowess for every character. **Hyvät Kalat** is nearby with minor items. It has a Men attack with 6 prowess for every character. Play the Flakas-gûl there.

A majority of the visited sites are Ruins or Lairs (6) on the surface. To the west are four sites. Visit **Canadras** in the west to play a faction. You will have to travel through two Double Wilderness regions to get there. In the same region is **Orod Cesthas**. Play faction Snow-Trolls there after facing a weak Spirits of Ice and Cold here; shared with Durlach. Move three regions to the west to reach Amon Anlug in Lindalf. **Amon Anlug** is a swamp home to a drake guarding hoard major items, but play Bone Dice here. Show no fear against the two strike and 10 prowess Drake attack.

Grey Mountains has two sites that are Ancient Dwarf-ruins. You may play Dragon-scales there if you can tap seven characters. **Norr-Dûm** is home to Ando-anca. Play Dwarf-jelly Lantern there. Dragon with 13 prowess and 2 strikes awaits. In the Northern Waste are the **Bog Hills**. Play A Few Recruits after facing the weak vermin attack. A bit to the east is **Númenórean Tomb**. Only hoard items are buried here. Dig here for Azog's Scimitar.

Withered Heath has 5 Lairs! You want to avoid this region. Khuzedrapa is Roused is at **Thundercleft** – an Ancient Dwarf-ruin. Avoid Grey Mountain Narrows since that region is four regions from Forovirkain and requires moving through Anduin Vales. Expect through Bairanax to be an early causality for Dragon-Scales. Scatha fled there long ago to hide from your vanity.

A few Shadow-holds have resources. In the home region is **Kala Dulakuath** with Ice-Orcs. Play Dragon's Abode on that site when the faction and Orcs of His Dominion are on the table. Talath Uichel has Against the Eye and A Few Recruits at **Urdic Camp**.

A few Under-deeps will be visited. **The Cobalt-Deeps** has major items and Dwarf-Chopper.

Play **Caverns Unchoked** on the site to allow the avatar to reach there from Shab Arch giving his minions time to heal at that Lair without a whiff of being eaten. The roll to move to **Wind-Deeps** is 5. Play Cave-Goblins there. Play Iron-Shield of Old at **The Rusted-Deeps**. Late in the game move to Sulfur-Deeps to play an ally. You can surface at a Shadow-hold to play Against the Eye or to influence away an Orc faction.

## STAGE RESOURCES

There are many stage resources with stage points in the deck. There are no resources using stage points for any benefit or requirement. It is expected that in the second deck Throkmaw will have 10 SP as base cards and possible 16 SP in certain conditions.

Dragon Mind-Bend, Enchanted Stare, and Oath of the Dragon are each 1 SP. Each mode event is worth 1 SP. [4]

Dragon's Den on avatar's home site is 1 SP and Orcs of His Dominion is 2 MP. [7]

Against the Eye is worth 2 SP played in the second deck. Territorial Disputes is 1 SP. [10]

Wielder of Old Arts allows the dragon to fetch a dragon-magic card. It is worth 1 SP. [11]

Dragon's Abode and Dragon's Den on Kala Dulakuath are 2 SP. [13]

Hunters and Slayers is 2 SP. It can be stored with a prisoner. Likely, this event will be played in the second deck. [15]

## HOARD POINTS

Hoard points are not a scheme for this Dragon-lord.

## MARSHALLING POINTS

C=7 There are 16 total non-agent character points. Expect to have two 2 MP minions and three 1 MP minions in each of the two companies for these points.

I=8 Most of the items have no MPs or will be difficult to stay in play. The hero item is used as a gift. Count Dragon-scales, Broad-headed Spears and Azog's Scimitar for points.

F=10 You need to play these four orc factions. Orcs of the Claw can be 4 MP. The two dragon factions can support lost items, minions, or failed mission event.

A=1 There are two non-unique allies. They can easily be discarded, but one should be in play at the Councils for a single MP. Do not count on Sulfur-spawn

M=5 Against the Eye is 3 MP. Territorial Disputes is 2 MP.

K=1 Expect to kill some dwarf creatures while moving back to a Dragon Den.

GAME POINTS: A Worthy Substitute, People Diminished

## NORTHERN WASTE DIVISION

Throkmaw is isolated north of the Grey Mountains. But wild and fell things are found there. He is competed for a slot among all of those in his Division including Durlach, Smaug, and Lomaw. You will be guarding regions all around Forovirkain for dwarves and minions of your rivals. Talath Uichel, Talath Oiohelka, and Grey Mountains have a heavy toll. Ignore Azog unless he challenges you. Send your orcs to attack Lomaw if you can take his slot by killing his minions and discard MP resources.

The Elves of Evermist are too far west to bother you, but can be found at Hyvat Kalat and Bog Hills. Alatar will be seen at Canadras, Ligr Wodaize Berne. Lord Thorin may attempt to surprise Smaug by the way of the Forodhwaith. Ignore him since he is targeting Smaug. Yet, that

blue-hooded beard may be seen in Lindalf, Vasaran Ahjo, and in Grey Mountains. Radagast may be found at some of your shadow-holds rescuing prisoners. However, Lord Dain is targeting you. His dwarves are weak, but tasty. Attack any weak company of his found in Grey Mountains or Talath Uiechel. Do not let him establish a Mining Settlement. Attack any dwarf of Lord Dain with Hollow of Thy Left Breast. Try to take prisoners with the following event.

Hunters and Slayers is a resource prisoner event. Each successful strike on is not wounded but taken prisoner. Storing this resource with prisoners results in gathered bones. This event can be used to sucker CvCC at Shab Arch along with Firestorm while using Dragon's Dream.

Try to play Mordo when you have Sled-horde in hand causing home site to be in Talath Uiechel.

## **FACTION BATTLE**

You want to soften Lord Dain before you make a final assault on the Iron Hills. Dwarf-lords may not send factions against dragon factions, but other Dragon-lords may attack. Coat of Fine Diamonds makes your dragon factions invulnerable. Yet, you can easily heal the dragon factions. This permanent-event is discarded when you do attack with any dragon faction.

~~—Feast on Flesh modifies your Ore and Troll factions' attack by +2. Elimination of an enemy faction will heal your faction. This means you can move your factions far away. Ice Ore's 13 attack should kill weak factions.~~

## **First Deck**

Split the companies early. There are plenty of resource events to keep characters untapped or unwounded. Get Aranruth in play soon for later use on the dragon faction. Try to play Dragon-scales too. You need to play Ice-Orcs. Without a second Dragon-Den, you need to move the avatar to another site while others heal. That means to get Hunger in play quickly. Territorial Disputes can also help the avatar move. Discard cards if you have too. Moving the avatar away from his home site will be low risk while Hide Pitted with Corruption found thrice in the play deck. You need to play Orcs of His Dominion this deck. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be low (e.g. ~7). The avatar taps 4x to place 18 cards into the discard pile. These included three factions and 11 dragon-specific events. Orcs of His Dominion will be shuffled into the deck.

Consider using Weigh All Things to shuffle sideboard resources if you know the avatar is unable to tap for that action. Recycle needed events such as Voices of Malice and Crept Along Cleverly when in need.

An Unexpected Outpost shuffles *Enchanting Stream* x3.

## First Exhaustion

Remove from the sideboard 5 hazards: *Dragon-sickness* x2, *Cursed Treasure*, *Mordo*, *It is My Own*.

Place these resources in the sideboard: mode cards, dragon-magic, characters.

## **Second Deck**

Play the remaining main resources. Begin tapping the avatar to shuffle cards or tap him to modify

stats of his Orcs. First dump cards including Artful Words. Five cards will be shuffled. Shuffle Oath of the Dragon when Orc of the Claw is in hand along with tapping the avatar to fetch Artful Words. Then shuffle Dwarf-chopper. When Oath of the Dragon is in play on Orc of the Claw, move to Cobalt-Deeps. Play Dwarf-chopper. Shuffle World Gnawed By the Nameless and Iron Shield of Old. Move around in the Under-deeps. Then shuffle Sulfur-Spawn when the deck exhausts. Surface somewhere to meet other characters including a character or prisoner for the ally to eat. Shuffle Hunger near the end of the deck. Expect to exhaust on Turn 17.

The quantity of cards shuffled into this deck will be high (e.g. ~12). Five cards will be shuffled.

Consider using Weigh All Things to shuffle dwarf characters and a dragon faction.

An Unexpected Outpost shuffles *Lossandamundar*, *Fell Bear* x2.

### Second Exhaustion

Remove from the sideboard 4 hazards: *Snow in the Mountains* x2, *Broken Heirlooms*, *Bitter Heirlooms*, also a game point card.

Place these resources in the sideboard: mode cards, dragon-magic, characters.

### **Third Deck**

Move around the surface with Sulfur-Spawn killing dwarf characters or minions of other Dragon-lords.

### **POWER DECK**

Throkmau will focus on taking the Iron Hills for his new lair. Appetite will help in reducing his minions. Great Strength will cancel the effect of avoiding CvCC with a Dragon. Hunting will be his new mode. Memories of Ancalagon will heal a Dragon. Old and Cunning will fetch a sideboard event to his hand. Rage Past Description will allow the Dragon to give extra strikes in CvCC for discarding an item. Add a few high MP items for this event.

The big event is Dragonfire and Savage Swords. First send factions to Iron Hills for battle. Then this event will make Iron Hills into a Free-hold. Following with Great Ruin and Fire Under Tree. Then make it a Dragon's Den. Swift Onset is in the Avatar Deck so to be played in the second deck for its use early in the Power Deck.

### **SIDEBOARD MANIPULATION**

The making of a permanent Dragon-Den will take precise actions late in the first deck. Have the avatar visit Kala Dulkurath once the orc faction is played. Shuffle Orcs of His Dominion & Dragon's Abode.

Twenty resources will be sent to the discard pile. Dragon-scales will need Dark Forges to be made whole. You can shuffle this in the deck if a dragon is eliminated by that time. Send three factions to the pile and the faction war stage event. Send ten Dragon-character combat resources into the pile too. Two prisoner and three dragon-magic cards are the last group of five resources.

1	Iron-Shield of Old			tap4
1	Dwarf-chopper			tap2
1	Sulfur-Spawn			tap5
1	Fungi		dp111	
2	A Few Recruits		dp112, dp113	
1	Against the Eye		dp114	
1	Orcs of His Dominion	tap		
1	Smart and Secret		dp122	
1	World Gnawed by Nameless			tap3
1	Orc Garrison		dp115	
2	Fall on Them with Speed		dp123, dp124	
3	Firestorm		dp131, dp132, dp133	
2	Wyrms Blood		dp134, dp135	
1	Are There Dragons?		dp125	
1	Hunters and Slayers			dp211
1	Oath of the Dragon			tap1
1	Stalk the Halls		dp141	
1	Memories of Ancalagon		dp121	
1	Veil Removed		dp142	
1	Artful Words		dp143	

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	1	+1	5	+1	-	-
SB to DP	18	+4	1	+1	-	-
Smoke	-	-	-	-		
avatar card	-	-3	-	-3		
other	-	-	-	-		

## CREATURES

High prowess wilderness creatures will stalk the heroes. The creatures include Elves, Animals, Drakes, Undead, and Dragons. You want to tap characters so to stall them at sites or to target characters for capture through CvCC.

**Ta-fa-lisch** is an odd creature. The undead creature will most likely be played on a dwarf player. A non-cancelled, non-defeated attack has the creature placed with the site, then with an item played at the site. Now the company is haunted by Ta-fa-lisch. The bearer of target item faces an attack from this creature to start every MOVE phase until the creature is defeated, item is stored or leaves play. This has more playability than the elves. It is rare to encounter only found at Ancient Dwarf-ruins and hoard sites that sum to under 70 sites.

**Ice-Orc Foragers** are Orcs that are weak at 3 strikes with 7 prowess keyed to any non-Coastal Sea regions in the Northern Waste or Shadow-holds there. Bonds of Winter and Mordo this extends to adjacent regions and Ruins&Lairs to these regions (Numeriador, Arthedain, Angmar, Gundabad, Anduin Vales, Narrows, Northern Rhovanion, Iron Hills, Forrhun, Lotan). You have Mordo and another avatar in your Division has Bonds of Winter.

**Snow-elves** is a tough creature of four strikes with 10 prowess at 6 body attacking in Dor Bendor, Thorenaer, Everdalf, Lindalf, and Talath Uichel, Talath Oiohelka. Helecthil, Light of the North expands these elves to the entire Northern Waste. Companies must return to its site of origin if each character in the company fails his strike. However, it is detainment and -2 prowess against hero companies. Event He is Lost to Us is not in the deck. It will not be that useful; tapping the low-mind dwarves is acceptable in the barren wasteland.

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

Two drake creatures were selected for targeting multiple wilderness movement. Lord Dain is expected to move through double Wilderness almost every turn and triple Wilderness a third of the turns. Some of your hazard events can add that extra region to play a drake creature.

**Winged Fired-drake** is similar. It has two strikes with 12 prowess, but chooses defending characters. It also needs triple Wilderness, but can instead use double Shadow-lands. Lord Dain will be burned if he decides to enter Foroviakain through Dragon Gap. Thrushes are not found there.

**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.

**True Cold-drake** is your big roaming creature one less prowess than Ice-Drake; it has two strikes. Instead of attacking Elven Shores it roams Numeriador and Iron Hills. Expect to play this creature 4/9.

**Uruial** as a creature is included just to discard Mining Settlement. He just has two strikes of 15 prowess. A low 6 body likely will have him killed, but each wounded victim makes a corruption check modified by -2. He is useful that he is keyed at any Lair with the host eliminated or a Lair with the host not at home including Shab Arch when Throkmau avatar is away.

**Scorba at Home** adds one corruption point to each major item. You have one major item, but

it will not be that much trouble to the bearer.

**Canadras at Home** will stall the Elves moving. The ability of this hazard allows Ice-Drakes and True Cold-drakes to be played to any region in the Northern Waste. Thus, protect this at Home event.



## HAZARD EVENTS-31

The hazards are roadblocks with a hint of mountain hazards.

### Base cards-3

You have a copy of Doors of Night. Twilight is the base environment. You want to keep Doors of Night in play. Two of your creatures are better with it in play.

### Corruption/Disease/Avatar-9

**Bitter Heirlooms** corrupts a Lord avatar. Only a dwarf-lord receives 2 CP. All other avatars receive 1 SP. Try to play this on Lord Dain. The hazard forces a roll during the ORG phase modified base on his stage points. Failure forces movement to a different site. Such an effect will exposed the company to region hazards such as the Hunt Dragons and to exposed wounded or weak companies for another attack. However, the hazard is easily discarded when bearer is at a Haven during the ORG phase.

**Broken Heirlooms** is a permanent-event rendering sorrow into your enemies. The hazard nullifies stage and other resources that modify marshaling points. Expect a Marvels Told to be used to discard the hazard.

**Forgot His Orders** may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. A roll is made adding his stage points. A result greater than 7 discards one of the following: By RW Word, No More Nonsense, Obey Him or Die, or a command card

**Despair of the Heart** is a double-bind. Target must make a corruption check when a character in his company becomes wounded. Again Hobbits and Wizards are not affected. This may prove useless on squatting companies, but the two corruption points can start a pile. Removal roll of 5 is low.

**Dragon Sickness** is a short-event played on a character bearing a major or greater item. A corruption check is forced modified by -1. Expect a character to support the check.

**Cursed Treasure** is a hazard only playable on-guard. This permanent-event gives four corruption points on a character that has played a treasure item or item stored at a Dragon Lair with its normal automatic-attack non-existent. Then the character immediately makes a corruption check. This card will be played during the Warlord Phase when dragons are getting killed. The item will be at least 2 CP for a major or greater item. A Dragon at Home hazard adds another CP for a total of 7 CP.

**Foes Shall Fall** must be played with a Dragon or Drake creature strike. The creature is kept with the company if the strike is not defeated, but a dead character is not a prerequisite. Success will force the company to face this creature at the start of its MOVE phase if the creature is playable. The corruption burden is one, but two for a dwarf.

**Rebel-Talk** is similar, but prevents a character to be a follower. Its roll to remove is also high. Select a high-mind character in the character that is currently a follower. The result may cause the target to eat most of the remaining unused direct influence and thus make vulnerable to hazards for two turns.



### Main Theme: Roadblock– 10

This main theme is roadblock, trailblock, or pathblock.

**Chance of Being Lost** has the same effect, but needs two or less Rangers in the affected company using region movement. A roll is made modified by the number of Rangers. Failure results in selecting a new site for the company in the same or adjacent region as the new site.

**Snow in the Mountains**, environment, affects those in mountain regions or near them. Angmar and Gundabad count too. Withered Hearth and Grey Mountains are included to bother Lord Dain. Iron Hills are affected with Bonds of Winter or Fell Winter in play. This hazard does not affect elves. This hazard may tap heroes and may be send the company back to site of origin.

**Mordo** is a unique environment. Its artwork is as eerie as the effects. First, creature attacks keyed to a region or a site in the Northern Waste receive +1 prowess. Every hero or covert company moving in that territory has +1 to the hazard limit. If a hero character has triple Wilderness or a Shadow-land in his site path, then he makes a corruption check at the end of his move phase. Finally, hero factions playable at sites in the Northern Waste give one less MP. Did I say that it was unique?

**All This Dwarvish Racket** increases the HL by half the size of the dwarves, which will be 4-6 in number. Not much better than the Lost hazards, but with DON you can draw an additional card for every Dwarf with a mind of four or less in the moving company. Deck exhaustion discards the permanent-event.

**Cursed Journey** is a permanent-event or short-event. Use it on the table to discard and cancel the play of a few hero events (e.g. A Short Rest, Bridge, Master of Esgaroth, Washed and Refreshed). Or play it on a moving company to shift its site path through a Shadow-land or Dark-Domain. Each ring in the company grants you one more region to add to the site path between the starting and ending regions. This is excellent for you if your opponent moves in Arthedain and Rhudaur avoiding Dunlending Raiders and Angmarim Tribesman. Now you can include Angmar as a region playing Goblin-Faces.

### Other-5

**Known to an Ounce** is played on a site with a hoard or a Dragon at Home manifestation. An item played triggers a passive condition giving the resource player the joy of facing the entire site's AA again. Discarding the site or the associated at Home event discards this hazard.

**Half an Eye Open** allows you to assign the first strike of a drake attack, which you can target to kill or wound so other hazards can be triggered. This will wound anyone. It will be nice to assign using the Ice or Cold drakes. Else it can be revealed on-guard upon the announcement of a burglary attempt giving a -5 modification.

### Cycle-3

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