

BOLG/ORCS

50avatar

C	8	Mount Gundabad	<u>RESOURCE DECK/HAZARD DECK</u>
I	5	Misty Mountains	40 cards in R. deck, 25 cards in sideboard
F	7	vs. Radagast	40 cards in H. deck, 15 cards in sideboard
A	1	Wilderland Division	10 characters in deck
M	8	Factions & Burning	8 starting cards
K	3	Orcs Capture	138 total cards
			16.5 creatures
			DC: 5.char+36res+13haz=54

The Age of the Orc is dawning. Bolg will be its first Emperor. He is leading the orcs from the Iron Mountains down into Wilderland for the taking of his first fiefdom. Orcs and a few Uruk-hai will use tokens of war for building a Great Army of the North using the last born. A rampage will be made from Nan Anduin down to Rauros. Bolg will be the Ashdurbuk and a Fell Captain weakening the link between the west and east. No quarter would be given, but the Necromancer desires prisoners.

Orcs and Wolves will join for a fast assault on the unwary. Birds will feast on the waste that is left behind. Fear will drive the heroes to escape or betray one another. Wargs will howl and orcs will enter the back door.

Bolg is one of the two Warlords - non-Ringwraith, non-Sauron Black Players. He will use A Few Trusty Lads to secure DI bonuses for his leaders. Two Warlords will be in his deck: Bolg and Azog.

This player will play weapons and Orc factions for the first assault. He will also CvCC with Radagast outside Anduin Vales except when Grond is in play. Bolg will lead factions into war late in the second deck or early Warlord deck. Mount Gundabad will be the site for this player once Warlord is in play. The sites are very packed. He will rule from the mountains. There are many table events for this player - a scary number, which means fast card flow during the second deck.

Bolg will deal with orcs of Throkmaw and Scatha. Bolg is allied with the Ringwraiths, but Bolg might influence some resources with his direct influence. Some dragons might aid this Warlord.

Resources/Hazards not found in any other minion deck = 51 non-site cards

Elf-skin War Drum

Ulukai of Morgoth

Great Army of the North

Search of the Spires

Breeder's Stock

Marching Companies

Orc-Endurance

The Ashdurbuk

We are the Fighting Uruk-hai

Unquenchable Flames

Abduction

Burning Rick, Cot, and Tree

Iron Mountains

The Goblins are Upon You

Fury of the Iron Crown

Shadow of Mordor

Stormcrow

Tribal Banner

Tribal Totem

Orc Archers

Changes From Version 02, used in first game.

Removed Orc-cuirass, Twice-baked Cakes, Make Use of His Desire, Old Cache.
[Swift Onset, Banners of the Lord] for Warlord phase Game Points

Add Ulûkai of Morgoth, Liquid Fire, Iron Mountains x2

Site Removed Long Peak

Sites Added none

Characters none

RESOURCES(40/25)

3	Ulûkai of Morgoth	
1	Liquid Fire	
1	Elf-skin War Drum	
1	Black-Hide Shield	
1	Saw-Tooth Blade	
1	Trophy Belt	
1	Fizzling Torch	
1	Twice-baked Cakes	
1	Whip	
1	Orc-Liquor	
2	Orc-Draughts	
1	Snaga-hai	
3	Orcs of Gundabad	
3	Grey Mt. Goblins	
2	Goblins of Goblin Gate	
1	Orcs of Dol Guldur	
1	Army of Bats	
1	Corlagon Roused.13	
1	Bairanax Roused.13	
1	Great Bats	
2	Two-headed Troll	
1	Slew the Great Warrior	
1	Slew the Great Warrior	
2	Burning Rick, Cot, and Tree	
2	Burning Rick, Cot, and Tree	
2	Burning Rick, Cot, and Tree	
1	Origins Revealed	stolen
		19/10

3	The Goblins Are Upon You	
2	1 Iron Mountains	R
1	We Are Fighting Uruk	com
3	Voices of Malice	Sa
2	Abduction	pris
2	I'll Report You	comm
1	Breeder's Stock	s1
1	Call of Arms	s1
1	Warlord	s2
1	Warlord	s2
1	War-Lord's Lair	s1
*	Q Search the Spires	
*	Q The Sons of Skorg	s2
*	A Few Trusty Lads	pe
1	Grond	pe
1	Engines of Defense	pe
1	Orc Garrison	pe
1	Patrol the Area	pe
1	Unquenchable Flames	pe
1	Great Army of the North+	pe
1	Marching Companies	pe
1	Marauding Band of Orcs	pe
1	Orc Endurance	pe
1	The Ashdurbuk	pe
1	Awaiting the Call	pe
1	Own Thoughts and Devices	pe
1	Tokens to Show	pe
3	Weigh All Things To A Nicety	
GP	Swift Onset	s2
1	Fell Captain	s1, L
	GP Banners of the Lord	
		21/15

HAZARDS(40/15)

3	Orc-Raiders	orc	1	4	6	x	rl	BL,W	
3	Orc Guard	orc	1	5	8	x	sh,dh	SL,DD	
3	Orc-Warriors	orc	1	3	7	x	rl	BL,W	
3	Orc-Lieutenant	orc	1	1	7	x	rl, sh,dh	W,SL,DD +4P	
3	Uruk-Lieutenant	orc	1	1	9	x	rl, sh	W,SL +3P	
3	Carrion Birds	animal	1	e	6	x	W(orc,troll,man)		
3	Big Bats	animal-S	1	6	2	x	sh		
3	Dwarven Warparty	dwarf*	3	3	11	5	dwarf, adr, High Pass		
									18/6
2	Doors of Night	P.env-							
2	Twilight	S.env-							
1	Stormcrow	P.InfluenceX-wizard							
1	Longing for the West	P.corruption-wizard							o1
1	Call of Home	S.InfluenceX-							o1
1	Early Harvest	S.discard-faction							o1
1	Minions Stir	L.creature-orcs/trolls							
2	Host of Bats	L.creature							
1	Incite Minions	S							
1	Shadow of Mordor	P.env							x2
1	Soldiers of the Dark Lord	P.attack							
2	The Back Door	L.play-mountains or region with Orc-hold							x11
3	Tribal Banner	S							x111
3	Tribal Totem	S							o222
3	Orc-Archers	S.enhance-all face a strike							
1	Pit Trap								
1	Fury of the Iron Crown								
1	Power Built by Waiting	P.limit							
3	An Unexpected Outpost								22/9

SITES

SM	Dol Guldur			orcs of Dol Guldur
Ag	Carn Dum			
AV	Beorn's House	ring	men	x
AV	Eagle's Eyrie	Info, m, M	animals	Origins Revealed
WR	Thranduil's Halls	m, M, ring	elf, elf	x
WR	Celebannon#	Info, m, M	elf, elf	x
RL	Pieni Satama	m#	men.xw6	Burning RCT
Ao	Drúadan Forest		wose.3w6	Burning RCT
OL	Wose-Passage hold		wose.3w5	Burning RCT
HP	Giant's Isle	m	giant.1w12	Fizzling Torch
AV	Framsburg-h	m	men	x
AV	Carrock	Info, m	animals.2w9	x
AV	Gladden Fields	ring	undead	x
MN	Daeron's Pool	m#	Dark En	Slew the Great Warrior
MN	Sonotor's Mound-h	Info	animals.2w9	Slew the Great Warrior
MN	Cirith Helkaloke	m, M	Corlagon.11p	CORLAGON
Ag	Zarak Dûm	m, M	Scorba.11p	Elf-skin War Drum
GM	Steel Fall	m, M, G, ring	undead	x
GM	Norr-Dum	m, M, G, ring	Ando-anco	x
GM	Long Peak	m, M, G*	Angurth	x
GN	Gondmaeglom	m, M	Scatha	x
GN	Ovir Hollow	m, M	Bairanax.12p	BAIRANAX
GN	Wind Throne	Info, m, M	orc.3w7	x
SR	Buhr Widu	m, M	troll.1w10	2-headed Troll
Ag	Mount Gram		none	Great Bats
Ag	Morkai		orc.4o6	Snaga-hai
Gu	Mount Gundabad	m, M	orc3xo7	O. Gundabad
ud	Under-Leas	m, M	orc	x
HP	Goblin-gate	m, M	orc.3w6	Goblins
DG	Deep Cleft	m	orc.3o7	Grey Mountain Goblins
Fv	Kala Dulakurth		orc	x
Ag	Litash			Army of Bats
	Grond (Dol Guldur)*			

MINIONS-10

15-4-4-2-1

3 Bolg North	8/2/7/9+	W/R	Orc	L	Gundabad	+2DI.orcs; +1P.Dw.Ev
2 Azog	7/1/6/9+	W/D	Orc	L	Moria	+3/+2
1 <i>O-shaman</i>	4/0/3/7*+	W/Sa	uruk	sp	any orcH	
1 <i>O-shaman</i>	4/0/3/7	W/Sa	uruk	sp	any orcH	
2 Mauhûr	5/0/6/9+	W/R	Orc	L	Dol Gulder	d9; +2DI.Orc/orcs
1 <i>O-tracker</i>	3/0/3/8*	W/R	orc		DH	1CP; d7,8
1 <i>O-tracker</i>	3/0/3/8	W/R	orc		orc-hold	1CP; d7,8
1 Lugdash	4/0/5/8*+	W/Sc	Uruk		Isengard	d8
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc		DH	1CP, d7,8
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc		DH	1CP, d7,8
<i>O-snuffler</i>	2/0/2/8	W/Sc	orc		DH	1CP, d7,8
<i>O-Grunt</i>	2/0/2/9+	W	orc		orc hold	1CP; d9
<i>O-Grunt</i>	2/0/2/9	W	orc		orc hold	1CP; d9
<i>O-veteran</i>	2/0/4/8*	W	orc		DH	1CP, d8
<i>O-veteran</i>	2/0/4/8*	W	orc		DH	1CP, d8
2 <i>O-Captain</i>	5/0/5/8*	W	orc	L	DH	d8; +3DI.Orc/orcs

starting companies: Mount Gundabad <A Few Trusty Lads>

2 <i>O-Captain</i>	5/0/5/8	W	Whip
1 Lugdash	4/0/5/8	W/Sc	Orc-Liquor
1 <i>O-tracker</i>	3/0/3/8	W/R	
1 <i>O-shaman</i>	4/0/3/7	W/Sa	
<i>O-veteran</i>	2/0/4/8	W	
<i>O-veteran</i>	2/0/4/8	W	

19/25 (20+5) GI unused

#1 True Bloods

[CvCC]

Bolg-W	10/9/10/11	W/R	4	whip, ulukai, yx2 Warlord, Ashdurbuk, Arms, Stock, Report, Fell, Skorg
Lugdash	4/0/7/9	W/Sc	2	blade

#2 Blogrum-Hai; Bloody Skull

<A Few Trusty Lads> <Marauding Band of Orcs>

Azog-W	7/10/8/9	W/D	1	belt, Warlord, Marching, yx2
Mauhûr-L	5/3/7/9	W/R	2	torch, drum, Report
* <i>O-Grunt</i>	2/0/3/9	W	1	
* <i>O-snuffler</i>	2/0/3/8	W/Sc	1	
* <i>O-snuffler</i>	2/0/3/8	W/Sc	1	

#3 Guardian of the Crypt Mt. Gundabad

<Warlord's Lair><Orc Garrison><Engines Defense>

<i>O-shaman</i>	2/0/3/8	W/Sa	1	hide, Awaiting, Thoughts
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-Shaman, Waulfa

OVERVIEW

This player is an avatarless Black Player. Bolg will create his domain from Gundabad down the Anduin Vale to the Brown Lands. He will be the Lord of the Hithelagir to rival Rogrog. Minions with high direct influence can either form large companies to raid Lairs or influence factions without assistance. The Iron Mountains provide many sites to tap. Two Warlords will build an empire of the Orc. Faction battles may occur during the Warlord Phase to put down an upstart dwarf, Dragon-lord, or wayward wizard.

Mid-mind characters for this deck can obtain much direct influence to have many followers or to influence resources. Events are geared for the Iron Mountains. Other events aid with facing attacks to allow gaining of trophies and promoting orcs to Warlords. Ardagor may be a threat. Cardolan is only four regions from Gundabad.

SKORG

The Sons of Skorg is a starting Quest event. This allows any Ice-Orc, Azog, Bolg, or Hurog to grab Prone to Violence from the sideboard or discard. That two stage point event is not in the deck. And these characters cannot cancel a strike against them. The quest event is placed with the target when he controls another such character. Flipping must be done by the card forcing bearer to face any attack from *Traitor* and if that attack is not successful.

True-Blood of Skorg is a two stage point event modifying stats. This quest modifies +1 mind, +1 DI, +1 P, and +2 corruption checks if bearing The Ulûkai of Morgoth. The number of MP is equal for each of these controlled by bearer: Fell Captain, No More Nonsense, Warlord. Bolg of the North is the prime choice for this Quest.

CHARACTERS

All of your minions are orcs: either plain orc or uruk-hai. There are three uruks, and the rest orcs. These 12 true orcs are the most of all minion players. Bolg despises the impurity of the uruk-hai, but tolerates this to further his plans. There are four unique minions, only four players have fewer uniques, and three leaders. Only Lugdash has a home site away from Anduin Vales. You will be commanding the orcs to form a Great Army of the North and invade the realm of men. If Sauron fails, then you can own the mountains. Else, become a subject to the Eye.

There will not be many minions in reserve due to the high direct influence of the leaders playing the overt minions. Scouts, Rangers and Sages are needed by this player to use resource events. Only two sages are smart enough to be counted in the ranks for this upstart Orc.

All are warriors with four rangers and four scouts. Two are sages and another is a diplomat leaving four just with one skill. Lore and talking are low priorities for this player. Three minions have a mind greater than four, which is tied for the lowest of such minions among all minion players. A cost of 1.96 for mind per skill is among the lowest for minion players. No other minion player in this Group has an orc character.

Azog and Bolg are dissimilar. Bolg of the North has 8 mind and Azog 7 mind. Both are Orcs. Bolg is from Gundabad and Azog from Moria. Azog has +3 DI against Orcs and +2 DI against Balrog-specific characters. Azog has 1 DI, 6 prowess and the Diplomat skill. Bolg has 4 DI against Orcs, 7 prowess, and is a Ranger. Bolg's higher mind makes it obvious for him to be the deck's prime piece. Prowess of both orcs give them enough to avoid weapons and their corruption for other items. Bolg has +1 prowess against Elves and Dwarves. Along with keeping one more card in hand if at his home site. All attacks against his company keyed to the home site

are detainment. This will be nice against Frenzy of Madness. Bolg of the North starts the game to gain trophies quickly. Both may lead companies during the game.

Mauhûr is an Orc leader recruited among the loners of Mirkwood. His home site of Dol Guldur is of no use. But his Ranger skill, a stout 6 prowess and 9 body are in high demand. He has +2 DI against Orcs that makes him poor to lead a core company. Bolg is suspicious of him as a spy of the Necromancer.

Lugdash is an Uruk from Isengard. He is in the deck just for his Scout skill. A five prowess and 8 body are nice. He starts the game. Keep him alive. Play him at Dol Guldur if he is somehow discarded.

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. [Waulfa was considered as a replacement, but he may be used and killed as a hero character. Think of him as a Game Point card.]

There are two copies of Orc-Tracker providing Ranger skill. Tracker is a 3-mind Ranger with average 3 prowess and 8 body with 1 corruption point. He discards on a 7 or 8 body check. These characters are replacements for Mauhûr.

Three copies of Orc-Snuffler are included to increase company muscle, but not size. This Orc has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He provides the Scout skill.

Orc-Veteran and Orc-Grunt are 2-mind Orcs providing a slot to face tough strikes. There are four of these in the deck. Breeder's Stock can get them into play.

COMPANIES

The starting company will be at Mount Gundabad with A Few Trusty Lads. Orc Captain is the leader. Brawler and Grunt join as muscle. Lugdash will have Strange Rations to untap and use his Scout skill to cancel attacks. Tracker is the Ranger. Carn Dûm will be the darkhaven of choice. Play as many resources, i.e. factions, as you can before the other two leaders are played. Orc-Shaman will move to Carn Dûm on the first turn with Grunt to draw cards and stay alive, unless his first division may have those mountain drakes. Give Shaman Whip to control Grunt.

<i>starting companies:</i> Mount Gundabad				<A Few Trusty Lads>
2 <i>O-Captain</i>	5/0/5/8	W	Whip	
1 Lugdash	4/0/5/8	W/Sc	Orc-Liquor	
1 <i>O-tracker</i>	3/0/3/8	W/R		
1 <i>O-shaman</i>	4/0/3/7	W/Sa		
<i>O-veteran</i>	2/0/4/8	W		
<i>O-Grunt</i>	2/0/2/9	W		

#1 True Bloods

Bolg is the main minion for this deck. Bolg is the Warrior and Ranger for the company. He will have many events, items, and trophies.

	Mind	DI	Prowess	Body	CP	MP
Base	8	0	7	9	0	3
Trophies-2		+1	+1			
Warlord		+3				+1
Ashdurbuk	+1					
Whip		+2*			-1	
Report You		(-2)	+1			
True Blood	+1	+1	+1		+2	*
Ulûkai		+2	+1	+1	-5	
Call to Arms						
Breeder's Stock						
Fell Captain						+1
	10	9	11	10	4	5

The DI for Bolg comes from the following: +2.normal, whip +2, +1.two trophies, +3.Warlord for 10 DI, +2 ulukai. The second trophy yields 8 prowess allowing the Whip to be used on Azog. Ashdurbuk allows Bolg to have a Whip removing the DI penalty of a command event, which is I'll Report You. Bolg will have 5 free DI to have more followers or control Shaman when these two return to Mount Gundabad. Bolg will have 10 body. Lugdash has Saw-Tooth Blade for 7 prowess. Keep him alive.

As a Warlord Bolg will play the commands Fell Captain, Call to Arms and Breeder's Stock. Ashdurbuk will keep multi-command cards on this character, which gives +1 mind

This company will play resources (8) in within a region of Gundabad minus Anduin Vales. This company will play items and CvCC heroes who are weak in Anduin Vales.

Bolg-W	10/9/10/11	W/R	4	whip, ulukai, yx2 Warlord, Ashdurbuk, Arms, Stock, Report, Fell, Skorg
Lugdash	4/0/6/9	W/Sc	1	blade

#2 Blogrum-Hai; Bloody Skull

A Few Trusty Lads is with this company. Azog is a Diplomat and is targeted as the influencer. He will later have the Ulûkai. Azog has base 6prowess, and a trophy +1 for 7 prowess.

Azog's DI: +1.normal+3.bonus+1.trophy+3.Trusty. This will leave Azog with 6 DI against Orcs and 2 normal. Make him a Warlord, which now gives him 5 base DI, which will allow him to influence non-Dragon factions. Marching Companies reduces normal DI to 4. This company will play factions and influence away characters and resources from overt companies. Azog will have 7 prowess and 9 body. He has Mauhûr as a follower with Fizzling Torch and Elf-skin War Drum for two corruption points. This other leader will have 7 prowess. Give him I'll Report You for 3 direct influence against Orcs. Two Snufflers will only increase company size by one. Orc-Grunt is there as the main Warrior for a size 4 company.

A Few Trusty Lads is with this company. No troll in the deck prevents the resource

discarding because of non-orcs in the company. But three leaders will discard the event. Thus, be careful with movement and joining at a Darkhaven to reorganize the companies. Consider Prone to Violence as a Game Point card to combat Rogrog, Scatha or Throkmau if Radagast is not available.

Azog will play Great Bats, but will control the troll ally when going on a mission. Azog will most likely play Slew the Great Warrior for a trophy.

Marauding Band of Orcs allows large companies to form, but only one non-Orc is allowed in this troop. Marching Companies must be played on a leader with followers. Give Azog one of the weak orcs as another follower shielding the other orcs using this command event.

Use Orc Endurance on this company to play food items and move an extra region. Now you can reach Old Pûkel-land from Gundabad.

<A Few Trusty Lads>		<Marauding Band of Orcs> [factions, influence]		
Azog-W	7/10/8/9	W/D	0	Warlord, Marching, yx2 (4b,6o)
Mauhûr-L	5/3/7/9	W/R	2	torch, drum, Report
*O-Grunt	2/0/3/9	W	1	
*O-snuffler	2/0/3/8	W/Sc	1	
*O-snuffler	2/0/3/8	W/Sc	1	

Guardian of the Crypt

Shaman will be the third company at Mount Gundabad to keep cards in play. The site will be a Warlord's Lair. As a Lair the site becomes hidden and allows healing. However, it will be discarded if it the site leaves play. Orc Garrison will keep the site in play until an enemy enters this site. But as a hidden site, no company can normally enter into the site. Engines of Defense will prevent Tower Raided to be played even if a hero company enters and modifies the hero site attack making it 2 strikes with 10 prowess. Own Thoughts and Devices will be played on this overt Sage allowing him to tap during the Organization phase to draw a card. Give Shaman Black-Hide Shield and Awaiting the Call. Now, you will use 18 GI.

@ Mt. Gundabad		<Warlord's Lair><Orc Garrison><Engines Defense>		
O-shaman	2/0/3/8	W/Sa	1	hide, Awaiting, Thoughts

WARLORDS

Bolg of the North and Azog will be Warlords. First, each needs two trophies. Slew the Great Warrior will allow one to quickly become a Warlord once you have a 2MP orc faction in play. You need 6 SP to play a second Warlord. These six SP will come from: 2-Warlord, 1-Arms, 1-Lair, 2-Swift. You can have up to 10 SP. **Warlord** grants three direct influence.

A Few Trusty Lads allows Azog and Bolg to be in the same company. This will grant Bolg +3DI against Orcs. Three leaders will be in play so one must try to keep both companies away from one another. The moving company can go to Deep Cleft else to a site in Angmar.

Call to Arms taps to take a faction to hand from discard pile if the Warlord is at the faction's home site and rolls greater than 6 modified by his stage points.

Breeder's Stock allows taking a non-unique character playable at Warlord's site if he rolls greater than 7 modified by his stage points. Success allows playing that character.

Since you want to handle the high prowess attacks such as dragons you want more prowess. Command event **I'll Report You** reduces direct influence by two for +1 prowess for all in the company.

Marching Companies is a command permanent-event. Leader gets -1 to direct influence. Tap the event if the leader controls a Tribal Banner and two followers to face an attack as if they were a separate company.

The Ashdurbuk is a unique permanent-event for an Orc Leader staying in Wilderland. This event gives +1 mind. Ability gives target to tap to untap one of his followers. Multiple command cards can be held. Also, bearing Whip removes a -2 DI penalty from one command card. An Orc with a higher mind of target discards this card. Only Agog has a chance for a higher mind.

ITEMS

There are 12 items. Items include a special, two major, seven minor, and two hero special items. A major item is likely to be used to influence each Dragon faction. Only one item is a hoard item.

Saw-Tooth Blade is a simple weapon giving any character +1 prowess to a maximum of 8. **Black-Hide Shield** gives +1 Body to a maximum of 9. This item is needed in the Power Decks. Old Cache can get these items to you quickly including after discarding the battle-gear item when use Make Use of His Desire.

Elf-skin War Drum is an instrument oddly among orcs. It can be tapped to fetch a command card from the discard pile or make one non-unique Troll ally playable at the company's untapped Shadow-hold Orc-hold this turn.

Whip is a minor granting +2 direct influence to an Orc or Troll against orcs and trolls with a lower prowess and mind. This item extends Ashdurbuk's abilities. **Fizzling Torch** is another minor item helping against creatures. The item is tapped to modify the prowess of an Animal, Spider, Wolf, or Awakened Plant attack. Three sites to visit have these types. A Ranger can tap to cancel a non-automatic Awakened Plant attack, which will be common against Radagast.

Food items include **Orc-Liquor** give all in the company for the turn +2 to body to maximum 10. Orc Endurance will get it into play. **Orc-Draughts** provide +1 prowess. **Twice-baked Cakes** is there just to tap a Border-hold for playing Burning Rick, Cot, and Tree. Move from Anduin Vales to Drúadan Forest to surprise the heroes. Consider Wose-Passage Hold for the other site to burn. That will mean moving from Rhudaur or Wold & Foothills. Radagast will find you; burn him too. Play Origins Revealed on a cake needed for the Power Decks playing a Ringwraith item in Eriador.

Trophy Belt will be played in the second deck to allow Azog to have trophies with the elimination of Bolg of the North. Bolg will use this item to be the target of strikes when he is tapped likely due to using Iron Mountains. His 8 prowess can handle Cave Worm. Heal him next turn at Mount Gundabad.

Ulûkai of Morgoth is a special item needing much risk to play needing a Quest event. This 3 MP and 4 CP item is a unique jewel. It is only playable at Crypt of Skorg. Eliminate a prisoner in the company to place it with the item for 5 MP, +2 DI, +1 P, +1 B. All characters at bearer's site have their corruption checks modified by -1. Unless this item is tapped, bearer makes CC during his end-of-turn phase. Tap this item to reduce number of strikes of an attack by the number of bearer's skills.

Liquid Fire was selected only for Search the Spires. This 1 MP and 1 CP is technology played at a tapped or untapped SH, DH, or Dwarf-AA site. Discard this item to cause all strikes from all attacks of a non-Dragon, non-Nazgul, non-Balrog creature keyed to a site to fail and all body checks are modified by -2. This is nice against Awakened Plant creatures.

FACTIONS

The marshalling of many orc factions is your main goal. There are five orc factions. Two Dragon and one Animal faction will bring terror from the mountains. **Great Army of the North** will be played as a permanent-event for its +1 bonus to influence attempts to Orcs. Bolg will have 4 DI, Azog 6 or 8 DI, and Mauhûr will have 5 DI for Orc influence attempts. Azog can have normal 8 DI if he gives the command event to Mauhûr. Then discard the greater item to keep in play either dragon faction to have +11 to the attempt.

Grey Mountain Goblins [9, Orcs of Gundabad (+2), Goblin-Gate (+2)] is your prize; play this faction last. It has positive pair to allow any of your orcs to make the attempt.

Orcs of Gundabad [10, Grey MG (+2), Orcs of Angmar (-2)] needs to be played in the first deck so the tapped site can be discarded near the deck's first exhaustion.

Goblins of Goblin-Gate [8, Grey MG (+2)] is at a site with another one of your resources. Play the faction in the first deck and the ally during the second deck.

Orcs of Dol Guldur [8: oMoria -2; oRed Eye +2] is at the Darkhaven. Grond will be played on the Orcs of Dol Guldur. Do not battle with this faction.

Patrol the Area will be played on Mount Gundabad so to affect Northern Spur of the Misty Mountains, Dragon Gap, and Anduin Values.

Snaga-hai [9] is a faction to be fonder during the war. It will take the assault in the first attack during the war. You may be able to steal this away from The Mouth.

Army of Bats[9, Great Bats (+2), Swarm of Bats (+2)] may provide good protection. Tap to cancel the effects of The Sun Shone Fiercely for one moving company or character this turn.

There are two dragon factions. Corlagon is a simple faction needing 13 for the attempt. The discarding of a greater item will help. He is worth 3 MP. Bairanax is also 3 MP. The purpose of these dragon factions is to constantly hinder any hero roaming the northern misty mountains. Bairanax hunts Gundabad, Anduin Vales, Withered Heart, and the Narrows. Corlagon hunts Angmar, Gundabad, Dragon Gap and the Northern Spur. Thus protecting you if you are near the Anduin Vales.

[I wanted to exchange Use Your Legs x2 for Grond & Orcs of Angmar with Witch-king, but that faction is needed for Slew the Great Warrior].

ALLIES

Great Bats will protect you against Attacker dragons and drakes. This ally will be discarded if the controller becomes wounded. Expect this to happen at least once per ally.

"Two-headed" Troll is the shock trooper for you. Great-Lord of Goblin-Gate was considered. That ally can be gained with Game Points, else the Orc ally is for the Power Decks. Play the troll ally using Elf-skin War Drum at an Orc-hold, Shadow-hold used during the first deck. Else influence away the ally from another player. The ally can tap to cancel an Orc or Troll attack.

MISSIONS

Slew the Great Warrior is a mission to ensure trophies. Two copies start in the playdeck. But you need to wait until an orc faction is played. Get two trophies on Bolg fast.

Burning Rick, Cot, and Tree is a 2 MP event. They do bring five strikes, but your two companies combined should be able to play this event. The site first must be tapped. Twice-baked Cakes is this mechanism. Target sites to cause the heroes to scramble away from the Anduin Vales such as the wose-holds or Dunharrow. Border-holds in Rast Lornaeth, Lindalf, and Everdalf are also targets if a hero faction is there.

Event Unquenchable Flames allows one of four effects on the same turn the burning occurs. It will place the factions on such burned sites to the owner's hand. Not many border-holds are near Gundabad, but do not let the location concede the wrath if within four regions of your lair. The site first must be tapped. Twice-baked Cakes is this mechanism. Timing is important to get all these cards in hand during the second deck. The event Unquenchable Flames is a long-event. Therefore, turning the site into a Ruins seems the least useful option. It is okay if some minions are killed since more will be available on the with the deck exhausting soon.

Early in the third deck, tap A Few Trusty Lads to shuffle Origins Revealed. Now, play Twice-Baked Cakes again and then have this Stolen Knowledge played on it. Store these two cards. A Stolen Knowledge event is needed for entering a Window to the Sunset site in a Power Deck.

The quest is to play a special item. **Search the Spires** starts the game. When at Mount Gundabad you may face a Rock Fall all character facing strike with 7 prowess. Then make a roll modifying +1 for each sage, Goblin-Earth Plumb, Miner's Pick, and +3 when discarding each Liquid Fire or Blasting Fire. A result greater than 12 allows the flipping its card and you may take a minor item from sideboard/discard pile to hand. Consider doing roll for purpose of failing to grab that minor item. You will have +4 to the roll needing a 9+ (10/36).

IRON MOUNTAINS

This player has 28 permanent resource events out of 44 resource events. This deck will greatly thin to allow this player exhaust his third deck. Ranger cards count to two, one Diplomat cards, and three Sage cards are included. Five command events will push the orcs into war.

You have a dark-domain in Gundabad, shadow-lands in Angmar, Dragon-Gap, and Grey Mountain Narrows. Yet, it can still be dangerous. Forovirkain is not safe either. Iron Mountains will let you reduce the HL by one when moving into one of these regions. You can quickly move into the Northern Waste if you are in haste to CvCC or influence. It is unlikely for you to travel north of the Iron Mountains though except to burn.

The Goblins Are Upon You gives +1 P and -1 B for each Orc and Wolf ally facing a non-combat attack. The body modification will not hurt Azog and Bolg. Against Dwarves the modification is +2. This effect is also present for the next attack. Therefore, this event is good against automatic-attacks. Smart and Secret is in the deck.

~~—**Blow Turned** is a Warrior event. The target stays untap after the strike. If wounded, then the body check is modified by -1. This helps your main minions stay in play against those drakes and dragons.~~

We Are Fighting Uruk-hai is a command short-event. You play this event on an Uruk when another Orc is facing a strike. The target instead faces the attack with +2 prowess and -1 body. Then he makes a corruption check modified by -2. This is likely for Lugdash protecting Bolg. The Uruk will have 8 prowess for the other strike.

Iron Mountains is played at the end of the Organization phase to make regions adjacent: Angmar/everdalf, Angmar/Dragon Gap, Angmar/Talath Uichel, Gundabad/everdalf, Gundabad/Talath Uichel, Narrows/Foroviakain. Face an Orc attack of 2 strikes with 7 prowess. Else reduce the hazard limit by one if you move to a site in the region. Likely, only reaching the Narrows by avoiding Anduin Vales is useful.

Voices of Malice can be played by Hurog or Orc-Shaman. Target nasty hazards on the leaders.

Orc Endurance will help this player move and survive tough strikes. Play the event on the company to play factions. This event allows playing Orc-Draughts from the sideboard. In addition, discarding one of these food items during the Organization phase to move one more region. Old Pukel-land can be reached from Angmar.

Abduction is the event that will let you take prisoners. You must have at least twice as many characters in the defending company to play this resource. This should not be a problem after your platoon is formed. A character is taken prisoner, instead of making a body check, by a character that taps. The event earns 1 MP if the prisoner is stored at a Darkhaven. Carn Dum or Dol Guldur are acceptable for Sauron to interrogate.

Tokens to Show will allow you to store events and items during the site phase.

Grond will be played on Orcs of Dol Guldur. Every Free-hold and Border-hold in that region and adjacent regions have -3 to all automatic-attacks. This affects: Beorn's House, Mathlaburg, Eagle's Eyrie, Woodmen Town, Strayhold, Rhosgobel, Ceber Fanuin, Gyogorasag Sanctuary.

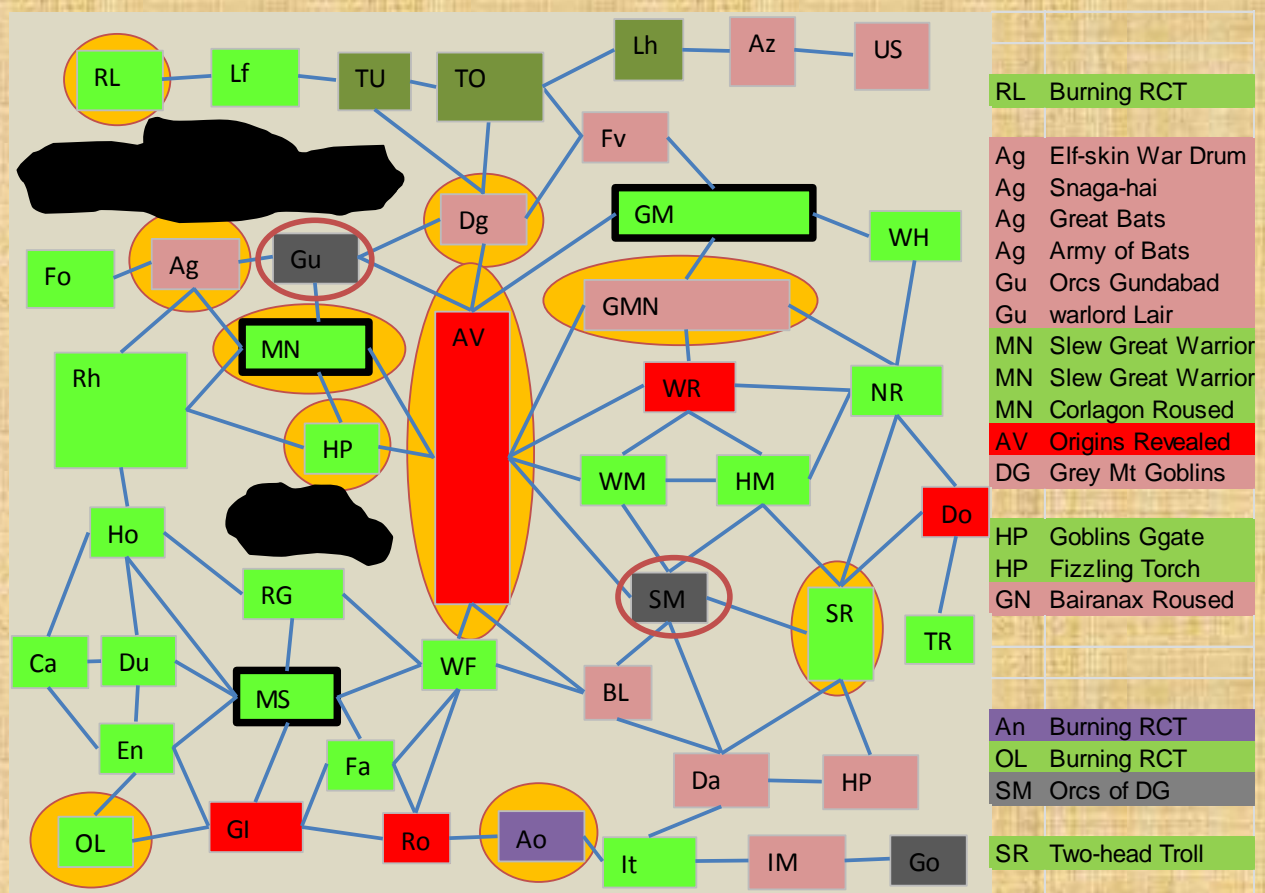
Engines of Defense will be played on Mount Gundabad. Hero version now has automatic-attack of Orcs two strikes with 10 prowess. Minions Stir can add +1 prowess and +1 strikes. These two events make the attack 3s11p. Incite Minions duplicates this attack. Pit Trap is faced after all the automatic-attacks. This can be seven strikes tapping all invaders. Another minion player has Drums hazard increases strikes and prowess by one. Doors of Night and all these events in play results: Orcs.6s14p, Orcs.6s14p, Traps.1s15p. Tribal Totem modifies -3 prowess. Redoubled Force is not in this Group, but is in a hero deck from the Northern Waste group.

Orc Garrison will be played on Mount Gundabad keeping the site in play with no character present. Yet, the event is discarded when an opponent enters the site. You will have one turn to return and thus keeping the site in play. Play this event after you play the Orc faction.

Patrol the Area is played on a faction of yours. You draw a card if opponent moves through you the region of target faction. Animal, Elf, Dunadan, and Orc factions extends this to adjacent regions. Play this on Orcs of Gundabad to affect Angmar, Gundabad, Dragon Gap, Northern Spur, and Anduin Vales and to the Under-Leas.

Own Thoughts and Devices will be played on a overt Sage or Scout or Ranger allowing him to tap during the Organization phase to draw a card. Being at a Dark-hold or Haven discards this event.

Rast Lornaeth	B	Pieni Satama	bolg	Men
Angmar	S	Morkai	bolg	Orcs
Angmar	D	Litash	witchking, bolg	.
Angmar	S	Mount Gram	witchking, bolg	.
Angmar	L	Zarak Dûm	bolg	Dragon
Gundabad	S	Mount Gundabad	khamal, bolg, scatha	Orcs
Dragon Gap	S	Deep Cleft	scatha, throkmau, bolg	Orcs
Anduin Vales	F	Eagles' Eyrie	bolg	Animal
MM-Northern Spur	L	Cirith Helalokai	bolg	Dragon
MM-Northern Spur	R	Daeron's Pool	bolg	Dark Encl
MM-Northern Spur	R	Sonondor's Mound	bolg	Animal,Be
Southern Mirkwood	D	Dol Guldur	khamal, dwar, hoarmurath, uvatha,bolg	.
High Pass	R	Giant's Isle	bolg	Giant
High Pass	S	Goblin-gate	necro, bolg, scatha	Orcs
Grey Mountain Nar	L	Ovir Hollow	bolg, scatha	Dragon
Grey Mountains	L	Long Peak	throkmau, lomaw, bolg	Dragon
Southern Rhovanion	R	Buhr Widu	bolg	Trolls
Anórien	B	Drúadan Forest	bolg	Woses
Old Pûkel-land	B	Wose Passage-hold	bolg	Woses



18 sites are visited in 13 regions. Only 11 are not shared with minions. Witchking (2), Throkmau (2), Scatha (4), Khamual (2), Lomaw (1) are the common players.

SITES

This avatar has many resources to play at 18 sites. No movement is needed more than three regions from Gundabad except to burn or play a troll ally. This player visits one Free-hold, 2 Border-holds, 5 Ruins, 3 Lairs, five Shadow-holds and one Dark-hold. Only three sites lack any attacks. Four sites (all shadow-holds) have Orcs, 3 have Dragons, and 2 sites have Animals, one has Trolls with Woses at two more. Dark Enchantment, Men, and Giants fill out the rest. Bolg visits one hidden site, four have hoards, one is a port, and four are Ancient Filth-ruins – the most of any minion player.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	1	3	4	3	5	1	18

Origins Revealed is found at the only Free-hold of [Eagle's Eyrie](#). Its Animals 2 strikes with 10 prowess is tough, but it being an Attacker makes it worse. Bring many orcs to this site. Show the birds who rules the mountains. Visit here after all burning to use hero item.

The Border-holds have the destiny with fire. Focus on Wose-holds including [Drúadan Forest](#) and [Wose-Passage hold](#). The former is five regions from Gundabad. The latter is six regions from that Dark-Domain. It will be a trip, but worth it to distract Radagast. Both have a Wose attack with 6 prowess or weaker. Use Iron Mountains to reach [Pieni Satama](#) in Rast Losneath for a third burning. Its Men attack with 6 prowess is weak.

There are many Ruins for you to visit. [Giant's Isle](#) has Fizzling Torch. Its single strike attack of 12 prowess is comparable to a Lair. It is a Hidden site costing tapping a Scout to reveal. A Diplomat may tap to cancel the automatic-attack. [Daeron's Pool](#) and [Sonotor's Mound](#) are where you will Slew the Great Warrior. Both can be reached from Gundabad. Face the Animals and Bears attack of 2 strikes with 9 prowess. Daeron's Pool will be used to reach High Pass if that mountain region is bypassed. Face the Dark Enchantment automatic-attack of 8 prowess; the mind is used. Note that Elven Wards affects those moving to this site so visit here during the first deck. Play the first Two-headed Troll at [Buhr Widu](#) after facing Troll of 1 strike with 10 prowess. That site is four regions from Gundabad.

[Zarak Dûm](#) has your Elf-skin War Drum; major item. A Dragon strike with 11 prowess is the price to pay. Corlagon will be influenced at his Lair [Cirith Helkaloke](#) with an identical automatic-attack. The site is reached from Anduin Vales or through Angmar. Moria is a consideration if the site has yet to see a discard pile and the owners are away. [Ovir Hollow](#) is where you will influence Bairanax. This site in the Narrows has a low prowess of 12 to its automatic-attack. A weak company will be noticed by Scatha the Worm.

Several Shadow-holds will allow the play your factions. Only the sites in Angmar allow detainment on creatures keyed to the site. Angmar has Snaga-hai at [Morkai](#). Its Orc automatic-attack is detainment. Minions Stir just makes it worse. [Litash](#), a dark-hold, has Army of Bats with no automatic-attack. Great Bats are at [Mount Gram](#) and again allows a walk-in. Play Two-headed Troll there using Elf-skin War Drum if you need to. [Deep Cleft](#) has Grey Mountain Goblins after facing the Orc automatic-attack of 3 strikes with 7 prowess. It is detainment versus overts if Great Army of the North is in play. [Mount Gundabad](#) has its orcs. Move down to Underleas and play the minor shield item, but only if that item had yet to be played. The first automatic-attack Orcs of 5 prowess with 7 prowess is detainment against overts. The other automatic-attack are Ruin creatures. Kala Dulakurth is a possible site to tap, but Throkmau the Vain may exact a toll. Its automatic-attack is a bit worse at 3 strikes with 8 prowess. You can play the troll ally there and just cancel the expected CvCC by tapping the ally. Goblin-Gate has an Orc faction. The automatic-attack is weak at 3 strikes with 6 prowess.

Ulûkai will be played at [Crypt of Skorg](#). This Dungeon ruin has a 2 strikes with 9 prowess Trap attack. While this site card is in play you get 1 MP. You may move from this site to Underleas(5) or Ancient Deep-hold(5).

Iron Mountains affect these regions: Everdalf, Angmar(4), Gundabad(1), Dragon Gap(1), Talath Uichel, Narrows(1), Foroviakain. Seven of your sites are in these regions.

FACTION WAR

You will be bringing your factions south and east. There is no definite site targeted, but just the factions in Anduin Vales such as the Eagles, Bears, and Beornings. You may face resistance from other factions. Defeat these factions so to provide little defense for Lórien. Bar any factions moving through High Pass to rescue Lórien.

Orc factions will move by a Swift Onset except for Orcs of Dol Guldur. Bolg will move to Mount Gundabad and play the command event Fell Captain. Such a command will grant this faction +2 prowess and be able to fight from Gundabad into an adjacent region. Additionally, that faction will have 12 prowess. GM Goblins has 9 prowess and Goblins of GG 8 prowess. Snaga-hai will be fodder with its 3 prowess. These four factions will be able to control the Anduin Vales.

[Banners of the Lord](#) for Bolg to raises him to 11 body.

8 top	Faction	MP	FN	FactionM	FactionM
ORC	Snaga-hai	1	3	2	Light Infantry
ORC	Goblins of Goblin-Gate	2	8	6	Heavy Infantry
ORC	Grey Mountain Goblins	3	9	6	Light Infantry
ORC	Orcs of Gundabad	3	10	7	Heavy Infantry
ORC	Orcs of Dol Guldur	1	9	8	Heavy Infantry
ANIMAL	Army of Bats	(1)	2	1	Light Infantry
DRAGON	Corlagon Roused	3	8	5	Light air
DRAGON	Bairanax Roused	3	10	7	Light air

WILDERLAND DIVISION

Bolg has to share Wilderland with Khamûl, Scatha, and Felagrog. Felagrog will only bother you if you enter the Under-Deeps. Khamûl will be playing resources in the Anduin Vales, so you may encounter him. Scatha the Worm will suffer no visitors to the Narrows. He may attack you in the Grey Mountains or in Mirkwood. Stay out of Mirkwood for resources.

BLACK AND GREY PLAYERS

Elves of the Necromancer are wandering over the land. You can let them pass. The Witch-king has his minions in the Northern Misty Mountains too. Four Dragon-Lords are active. Smaug and Lomaw will be too far east to bother you. But Throkmau is a threat. His minions will travel west to the Dragon Gap. Scatha will go there too. Be on guard. He may influence dragon factions that will attack you. Tokens to Show will be useful to the other Minion Players.

WHITE PLAYERS

Radagast is no slouch of a wizard. He has friends in animals and the skin-changers. You may be able to drive him back into Mirkwood. Galadriel may attack you if you enter the Nan Anduin,

so be mindful of that. Thranduil too may attack in the Narrows and Vales. Ignore the Wood Sprite if you can. Elrond may travel from Rivendell to disrupt the caravans traveling to Angmar. Dwarf-Lords by too raid holds in the Misty Mountains. You need to keep abreast of news of traveling dwarven parties bearing toys.

GAME POINTS

Swift Onset and Banner of the Lord. No Abiding Place is a good option if the burning has yet to be done.

First Deck: The starting company needs to play resources recklessly. This starting five will split to play easier resources such as factions and minor items. Send Shaman and Grunt to Carn Dum. Get Bolg to influence factions almost every turn. Ensure the faction at Goblin-Gate and Mount Gundabad are played. Recycle Azog late to play *Slew the Great Warrior* if possible. You should be able to play nine main resources before exhausting on Turn 9. However, use Abduction to take a prisoner to Dol Guldur for interrogation by The Necromancer. Play *Warlord's Lair* and Engines of Defense on Turn 9.

The quantity of cards shuffled into the first deck will be mild (e.g. ~ 11). A Few Trusty Lads access the sideboard as an avatar. The event taps 3x to place 9 cards into the discard pile. Also taps another 5x to shuffle important resources. First, fatten the discard pile with three command events. Turn 2 fattens the discard pile again. Turn 3 fattens the discard pile. You need to play an Orc faction to play trophy events. Turn 4 shuffles *Slew the Great Warrior*; do this earlier if you have an Orc faction in play. Turn 5 shuffles *Warlord* since you should be able to play it now. Turn 6 shuffles *Warlord's Lair*. Turn 7 shuffles *Awaiting the Call*. Dump cards into discard pile on Turn 8. Shuffle *Call to Arms* on Turn 9.

Weigh All Things to a Nicety shuffles *Slew the Great Warrior* if discarded.

An Unexpected Outpost shuffles *Call of Home* x2, *Longing for the West*

First Exhaustion

Remove from the sideboard 5 hazards: *Left Behind* x3, *The Back Door* x2. These hazards will increase play of creatures, thin the deck, and would heroes ready to be taken prisoner.

Place these resources in the sideboard: Origins Revealed, Orc-Draughts, and command events or non-unique characters.

Second Deck: Bolg needs to influence the rest of the factions. The only resources that move Bolg to dangerous travels are in High Pass and Narrows. Azog will play the orc ally, items, and initiate CvCC. Expect Bolg to be in two CvCC when playing a resource. Expect the second exhaust to happen on Turn 17. Move much to draw cards since cards dependent on others are being shuffled into the deck.

The quantity of cards shuffled into the second deck will be low (e.g. ~ 9). A Few Trusty Lads access the sideboard as an avatar. The event taps 8x to shuffle important resources. First, shuffle both *Twice-baked Cakes*. Then *Banner's of the Lord* followed by both copies of Burning RCT. Next, shuffle both *Unquenchable Flames*. Finish with *Fell Captain*.

Weigh All Things to a Nicety shuffles *Warlord* from the sideboard when the event can be played. The other two copies will shuffle cards that were discarded earlier when need have dependent resources (shuffle TB Cakes to play BRCT).

An Unexpected Outpost shuffles *Orc-Patrol* x3. This helps the creature out of the elimination pile. If Doors of Night is in play, then also shuffle Orc-Battalion with one Orc-Patrol.

Second Exhaustion

Remove from the sideboard 4 hazards: *Great Bats* x3, *Shadow of Mordor*

Place these resources in the sideboard: four characters.

Third Deck: Bolg will move to Morkai to begin the Faction War. He may attempt influence attempts against Witch-King minions. Azog will attack Radagast. Expect to exhaust on Turn 23.

Starting Company 1/2	Bolg x5+9+0cvcc-7h	Azog x10+6+3cvcc-5h	
1 Black-mail Coat			brawler
2 Snaga-hai			tracker
3 Heal at Carn Dum			snuffler
4 Broad Headed Spear			snuffler
5 Slew			veteran
6 Heal at MG	Goblins Gate		azog
7 Regiment of Black Crows	Heal at MG		veteran
8 Heal at MG	O. Gundabad		hurog
9	Heal at MG		snuffler
Exhaust			
10	Drum		mauhur
11	Grey Mt. Goblins	Slew	
12	Heal at MG	Heal at MG	
13	Army of Bats	Great Bats	
14	Heal at MG	Heal at MG	
15	Great Bats	Orcs of DG	
16	Corlagon Roused	Heal at MG	
17	Heal at MG	Orc-Cuirass	
Exhaust			
18	Bairanax Roused	Heal at MG	
19	Heal at MG	TwoheadTroll	
20	Burning Rick, Cot, and Tree	Burning Rick, Cot, and Tree	
21	Heal at MG	Heal at MG	
22	move to Morkai	CvCC	
23	minion vs. minion influence	CvCC	
24	minion vs. minion influence	CvCC	

SIDEBOARD MANIPULATION

The limited use of A Few Trusty Lads show that it is not worth the effort to include more resources in the sidebar. Use Weigh to recycle Azog late in the first deck. There are 17 manipulations for the resources.

Command events can be fetched by an item. Then Breeder's Stock can fetch orcs while at a Darkhaven. Great Army of the North can shuffle any orc or troll factions. But go ahead and play it as a permanent-event.

1	Twice-baked Cakes			tap21
1	Trophy Belt			tap22
1	Bairanax Roused		dp131	
1	Corlagon Roused		dp132	
1	Ulûkai of Morgoth		dp121	
1	Slew the Great Warrior	tap11		
3	Burning Rick, Cot, and Tree			tap24,25,28
1	Origins Revealed			tap31
2	I'll Report You		dp111,dp112	
1	Breeder's Stock			dp27
1	Call to Arms	tap15		
1	Warlord	tap12		
1	Warlord			tap32
1	War-Lord's Lair	tap13		
1	Grond		dp133	
1	Unquenchable Flames			tap26
1	Orc Garrison		dp122	
1	Patrol the Area		dp123	
1	Own Thoughts and Devices		dp113	
1	Awaiting the Call	tap14		
1	Fell Captain			tap28
1	Iron Mountains			tap23
25 resources				

	cards	tap	turn
SB to PD.1	5	--	5
SB to DP.1	9	--	3
SB to PD.2	8	--	8
Weigh.1	0	--	0
Weigh.2	1	--	1
Endurance	2		0

You do not have an avatar. You need to use A Few Trusty Lads to bring 4 resources into the play deck, and 12 more into the discard pile in the first ten turns.

HAZARD

You are playing a strategy that uses orcs to take prisoners. Three hazard events take prisoners using 12 Orc creatures. Attack enhancers and company dissolvers can get a strike to that weak character to be taken to a place all alone.

This player has a hazard deck with many cards not used by any other Minion player. Some hazards such as the prisoners must be in hand along with the creature. This is compensated with quick hazards including 3 Long-events (MS, Host, Back), 2 Permanent-events (SoDL, SoM).

hazard	Deck	Total	Type	Type	
Great Need or Purpose	2	5	L	agent	
Minions Stir	1	3	L	attack	
Fury of the Iron Crown	1	1	S	attack	
Tribal Banner	3	3	S	attack	
Tribal Totem	3	3	S	attack	
Orc Archers	3	3	S	attack	
Redoubled Force	1	2	P	auto	
Twilight	1	20	S	environment	
No Way Forward	1	1	P	environment	
Doors of Night	2	20	P	environment	
Fear of Kin	1	2	SP3	fallen	
An Unexpected Outpost	3	60	S	hand	
All This Dwarvish Racket	1	3	P	HL	
Two or Three Tribes Present	3	3	S	play	
Waylaid, Wounded,	3	3	P	prisoner	
Short Legs Are Slow	1	1	P	roadblock	
Call of the Deeps	2	2	S	roadblock	
Politics	1	3	P	tap	
Memories Grown Dim	1	1	P	tap	
Pierced by Many Wounds	3	3	S	tap	

Keyed	Count	Keyed	Count	Count	Name
FH 0		J 0		3	Carrion Birds
BH 0		JJ 0		3	Big Bats
RL 9		T 0		3	Orc-patrol
SH 6		TT 0		3	Orc-raiders
DH 9		TTT 0		3	Orc-warband
UD 0		SL 9		3	Wolf-riders
FD 0		SL2 1		3	Orc Battalion
BL 3		DD 10		3	Dire Wolves
W 9		CS 0		1	Caran-Carach
W2 3		CS2 0		3	War-wolves
W3 0		X 0			

CREATURES

The creatures will overwhelm heroes with orcs and ugly birds. Play orcs with either many strikes or high prowess. Expect half of the creatures to be killed and thin the deck. Reduce the body of the target or lower target's effective prowess to generate body checks.

Yet, Borderlands such as Woodland Realm and Anduin Vales will be threatened. You have the most creature cards at 24 count.

All the orc creatures have different number of strikes, but all at least three.

Dwarven War Party was included to bother hero players in Wilderland. The Dark Days is in a deck to make this creature deadly. First, Dwarf-holds and Ancient Dwarf-holds with their regions are threatened. High Pass, Numeriador, Angmar, Gundabad, Narrows, and Redhorn Gate will be dangerous and is better than some Orcs. The 3 strike attack with 11 prowess and 5 body should tap all targets. If Radagast visits Gundabad, then you will punish him.

Carrion Birds must be keyed to Wilderness after an orc attack also keyed to Wilderness. Each character faces a strike. There are many such Orc creatures that can be keyed to Wilderness. The prowess is low, but the company should be wounded or tapped for the attack. Those wounded from this attack make two body checks modified by -1. This creature starts in the play deck since characters will be weaker. Raiders and Patrol are normally keyed to Wilderness. Battalion only to Heart of Mirkwood, Western Mirkwood, and Southern Rhovanion.

Big Bats are six strikes from an animal with 2 prowess. It is keyed to Shadow-holds. Do not let his hazard hang around. Use it instead as a short-event, not counting against the hazard limit, on an Orc or Wolf attack not keyed to a site. Now, you can choose defending characters for this attack and for the next hazard creature attack against the same company.

Raiders has less playability to Ruins, Border-lands and Wilderness. It has one more strike(4) and same prowess (6). This creature should not be played first without enhancement. Minions Stir changes this to five strikes and 7 prowess.

Warriors are easily played to Ruins and Wilderness. It is keyed to Border-lands. News of the Shire changes The Shire to that type. This creature is the vanguard for an invasion. It has a beatable prowess of 7 with three strikes. It needs to be enhanced. Minions Stir with Doors changes this to five strikes and 9 prowess. Use *Fury of the Iron Crown* on this creature to make a strike 11 prowess. The creature will be killed anyway. Lacking Shadow-holds and Dark-holds are okay. The company will be troubled by other players if so.

Guard has playability at black-holds and in black-lands. Guard is 5s/8p. You do not need to boost this attack to use other hazard events.

OrcL is an enhanced creature with one strike at 7 prowess, but gains 4 prowess if played after a company faced an orc attack. **UrukL** is similar, but has a base 9 prowess with +3 prowess after an orc attack. OrcL gains +3 prowess if played after UrukL. For example, Warrior is played and defeated. UrukL is played at 1s/12p. Then OrcL is played with 1s/14s. Note that Uruk-Lieutenant is not keyable to Dark-hold or Dark-Domains. Use *Tribal Totem* on Uruk-Lieutenant if you can get its prowess over 13.

Minions Stir and DON make the above example:

Warrior	5s/9p
UrukL	3s/14p
OrcL	3s/16p

This line-up is powerful and should be attempted in the second deck. Everyone should tap

after the second attack. The third attack may kill up to three heroes.

Consider this series: Doors of Night in play, against a company of three.

HL3 Minions Stir

HL2 Host of Bats

HL1* OrcWarrior $3s7p > \text{Doors} + \text{MS} = 5s9p$

HL1 OrcL $1s7p > \text{Doors} + \text{MS} = 3s13$

HL0 tap Power Built by Waiting

HL1 Tribal Totem $3s13p > 3s10p, +2 \text{ body checks}$

Playability

-	FH:					
-	BH:					
12	RL:	warrior	raider		oLieut	uLieut
9	SH:			guard	oLieut	uLieut
6	DH:			guard	oLieut	
-	UD:					

-	FD:					
6	BL:	warrior	raider			
12	W	warrior	raider		oLieut	uLieut
-	WW					
9	SL			guard	oLieut	uLieut
6	DD			guard	oLieut	
-	CS					

HAZARD EVENTS: 30

It is the age of the orc. Hazard events are focused to enhance orc creatures to have the prisoner events bear goods back. All but one Orc are keyed to Ruins and Wilderness. Events count to nine attack enhancers, six playability, and six prisoners. Orc and Wolves work together to bring a wave of terror from the mountains. Some events seek to tear companies apart with an attack, but the desire of an insider to leave on his own will.

Base cards-4

You have 2 copies of **Doors of Night** and **Twilight**. These are the only Environments in the hazard deck. Some of your hazards are affected by Doors of Night: Stormcrow and Minions Stir.

Corruption/Check-4

Corruption does not need to always show its face. Removing a character from play can happen if there is a lack of influence. Use these events to cause friction between the heroes. Most are quick to play on against any player.

Stormcrow will hinder Wizards by reducing their direct influence by two and prevent resources played on companies of Wizard. Doors of Night modifies the direct influence by -4. Expect this hazard to be removed quickly, thus tapping a Sage.

Longing for the West is for a wizard or elf-lord. It provides 2 CP. A corruption check is required if not at a Haven during target's untap phase. A roll of 7+ is needed for removal. You can also play this hazard on Elf-lords.

~~Covetous Thoughts is good for minions when minor items and trophies are collected. It gives one corruption point. This hazard is brutal with dwarves having a greater item in the company.~~

Call of Home can return a character to owner's hand if the general influence is low. Use the other two Influence Destruction hazards mentioned above to put a hole in a company. If this happens, then your creatures are more lethal.

Early Harvest gives a chance to take a hero faction off the table. Target faction must normally be playable at a Border-hold. Make a roll, modify by one for minion, and add the faction's MPs. A result greater than 12 takes the faction to hand. A 1 MP faction like Men of Harrowdale need a 12 roll. Others like Dunlendings need 11. But Men of Dorwinion need a 10 roll. (Rangers of the North, Dunlendings, Hillmen, Men of Harrowdale, Men of Westfold, Woodmen, Men of Lake-town, Men of Dale, Northern Rhovanion, Men of Dorwinion, Woses).

Main Theme: Orc Enhance/Playability – 18

Adding strikes and prowess will keep your orcs alive and may allow you to play Left Behind. A creature/short event modifies an Orc attack with +2 prowess. This can make anyone but the Dwarf Lords tap against a strike.

Shadow of Mordor is an Environment permanent-event bringing harm to everyone. Hence, you want to play this hazard during the third deck. First, the hazard limit for each company is increased by one for every card over one drawn by that company during its movement/hazard phase. You will want to use this to pile hazards against Radagast. Doors of Night allows the hazard player to draw one additional card for every card in excess of one drawn by the opponent during each company's movement/hazard phase.

Minions Stir will give +1 to prowess and strikes. It is a long-event and Doors makes the bonus to strike and prowess +2. This is a Long-event. Five of your expected sites will be affected so plan accordingly. Felagrog and Scatha will feel the pain.

Host of Bats is a Long-event that helps killing through body checks. First, one Orc hazard creature played on a company does not count against the hazard limit for each company. Then any character wounded by an Orc attack makes an additional body check modified by -1. Shadow of Mordor adds to the hazard. If in play, any character wounded by an attacked keyed to or an automatic-attack at a Shadow-hold or a Dark-hold makes an additional body check by -2.

Soldiers of the Dark Lord is a permanent-event adds strikes and increases playability of orcs. First, each non-Unique Orc hazard creature with 3 or more normal strikes receive +1 strike (+2 if Shadow of Mordor is in play). Second, such creatures can be keyed to Shadow-holds, Dark-Domains, and Dark-holds. The hazard is discarded during the end-of-turn phase if an Orc hazard creature was defeated.

The Back Door increases playing the Orcs to mountain regions or those with orc-holds, which are usually Wildernesses. Only one Orc creature is playable to Shadow-lands and two to Dark-Domains. Now, you can play 9 more creatures to such regions. It is a Long-event.

Orc-Archers will force all to face a strike with six prowess from an Orc attack with four strikes. This might tap a few heroes so you can assign a strike to kill a character. The attack has no type preventing common resources to cancel it. Only one of your creatures has four or more strikes, but two more have three strikes, and one with two strikes.

Fury of the Iron Crown will give +4 prowess to a orc, troll, or man strike. This event is unique and “defeats” the creature. Consider using Tribal Banner with this event at the cost of one prowess. However, the target can play the item manifestation of this event.

Tribal Banner sacrifices -1 prowess and -1 body of an Orc or Troll attack for any body checks to be modified +1. Try to use this with Fury of the Iron Crown and an enhanced Lieutenant. The hazard does not count against the hazard limit. The body reduction to the attack is meaningless.

Tribal Totem is similar except it modifies all Orc or Troll attacks against the company for that turn. The modification is -3 prowess and -3 body. Surely you will have defeated strikes, but just one needs to succeed. Any strike from a modified attack has the body check modified by +2. This can kill. Use Tribal Totem mostly on Redoubled Force and give no MPs.

Pit Trap is specific to sites, but these sites are far from the sea. It is played on-guard on an Ancient-Dwarf hold site or a site with an Orc attack or Trap attack. Those moving in Grey Mountains, Narrows, Withered Heath or near the Illuin Mountains are threatened by this hazard. Scouts and Rangers lower the chances of this attack being faced. Failure results in a Trap single strike attack of 12 prowess. More than 80 (20%) hero sites may have a Pit Trap. Sites close to you include Telpëmar, Goblin-gate, Zarak-Dum, Creb Durga, and Moria.

Power Built By Waiting is quick to play. Tap this hazard to increase the hazard limit on a company by one. Then use two to untap it. Left Behind is the primary reason this hazard is included. Tap this event to have the hazard limit at two. Then play a creature on the lone hapless character with a prisoner event. More like *Left to Rot*.

Fury of the Iron Crown + Tribal Banner will give an orc strike prowess at +4 and give +1 to a body check. This can be used once per deck on an avatar. It's worth a try. Do not hesitate using creatures when you fear the creature will be killed.

Instead of Tribal Banner use Tribal Totem for +1 prowess and +2 to the body check.

Consider this. Uruk is played. Then Orc-Lieutenant is played using Fury of the Iron Crown and Tribal Banner. It is one strike with 15 prowess giving +2 to a body check. You lose two good

creatures, but can kill that mid-mind hero character.

Support Cards-1

Utility-3

Outpost is a staple. Shuffle Minions Stir during the third deck.

TURN01-2.4,

@Mount Gundabad-U

[illegible]

"Two-headed" Troll	Orc Archers		
Grey Mountain Goblins	Orc Grunt		
Host of Bats	The Back Door		
Incite Minions	Weigh All Things To A Nicety		
0	0		

Turn: 1	Hand: 8	MP: 5	SP: 2	PD: 82
---------	---------	-------	-------	--------

Saruman	Vidugavia	Theoden	Denethor	RADAGAST
---------	-----------	---------	----------	----------

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Merkampa at Home

, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins

, The Sun Shone Fiercely

UNTAP {move to play orc faction}

ORG

AFTL taps to send [I'll Report You, I'll Report You, Breeder's Stock] to discard pile.

Shaman and Veteran stay.

Bolg+ move to Deep Cleft to play faction.

WATTAN shuffles Slew the Great Warrior.

MOVE

Shaman, -,sh.

HL2, Saruman uses Variag Horse-Raiders OG.

HL1, Vidugavia-x

HL1, Theoden keys Mensharag to sh. pukel.1s10p. Shaman supports.

Veteran, 4p-3x+1.sup-2.shone+10sroll=10

Bolg, -dd-sl,sh

HL4, Saruman plays Decisions of the White Council(6)

HL3, Saruman keys Dire Wolves to SL. Wolves.4s8p

Bolg uses Twilight to discard The Sun Shone Fiercely.

Bolg, 7p-3x+4sroll=8, tie

Lugdush, 5p+9sroll=14

Veteran, 4p-3x+8sroll=9

Veteran, 4p-3x-1t+7sroll=7, wounded. Bc7

HL2, Saruman uses Nevazar as OG.

HL1, Vidugavia has Winged Fire-drake in hand and two Lost in SL.

HL0, Théoden.

HL0, Denethor.

HL0, Radagast has Cave Worm in hand; this is why I want to reduce the hazard limit when passing the hazard limit to another player. Let us see what happens if not.

Radagast keys Cave Worm to Dragon Gap, drake.1s16p

Bolg, 7p+8roll=15, wounded, bc.7

Main character almost killed on Turn 1.

SITE

Deep Cleft,

(1)Orcs---3 strikes with 7 prowess (det against overt if Great Army of the North is in play)

Bolg, 7p-3x+10sroll=14

Lugdush, 5p-1t+11sroll=14

Veteran, 4p-2w+6sroll=8

Bolg taps to make INF on Grey Mountain Goblins,

Bolg.+2.di+3.trusty+10iroll=15, pass. Taps site.

END {Dwarf, Scatha}

TURN 01, vs. Vidugavia

MOVE

Morvran, -bl-w-ww,bh

HL3, Felagrog keys Watcher in the Water to WW, animals. All.8p

Khursh plays Lucky Strike

Morvran, $4p+1.\text{card}+9\text{scroll}=14$,fail

Khursh, $5p-3x+3/4\text{scroll}=6$, success, 6.broll=wounded

Master, $1p+8\text{scroll}=9$,fail

HL1, Bolg plays The Back Door

TURN 01, vs. Saruman

MOVE

Brandir, -w-w-w-bl,ruins

HL5, Bolg plays Host of Bats on Decisions of the White Council; no creatures in hand!

HL4, Bolg uses Orc Tracker OG

HL3, Khamual plays Gnaw with Words to tap Shipwright

HL2, Khamual plays agent Eun face-down

HL1, Khamual keys Brigands to BL. Men.2s8p

Play Kindling of the Spirit.

Pathfinder, $2p+2.\text{res}+6\text{scroll}=10$

Brandir, $3p+2.\text{res}+3\text{scroll}=8$,ineff

TURN02-4.4

Balin has untapped dwarves at Deep Cleft due to Shifting Paths.

@ Deep Cleft, T

T	Bolg of the North	8	5	7	9	Orc	W		R			0	
T	Lugdush	4	0	5	8	Uruk	W	Sc				0	
W	Orc Veteran	2	0	4	8	orc	W					1	
													A Few Trusty Lads
													The Sons of Skorg

@ Mount Gundabad, U

T	Orc Shaman	4	0	3	7	uruk	W			Sa		0	
T	Orc Veteran	2	0	4	8	orc	W					1	
													Search the Spires

"Two-headed" Troll	Liquid Fire		
Snaga-hai	Orcs of Gundabad		
Host of Bats	Saw-Toothed Blade		
Incite Minions	Weigh All Things To A Nicety		
0	0		
Turn: 2	Hand: 8	MP: 8	PD: 75 SP: 2

Theoden Saruman Vidugavia Denethor RADAGA:

Gates of Morning The Doom of Choice Erû's Gift

Face Out of Sight Sun

Prone to Violence

, Wardens of the Woodland Realm, Lord of the Woods, Merkampa at Home

, Scorba at Home, Mordor in Ruins

, The Back Door, Corlagon aHunt

UNTAP

ORG

WATTAN shuffles Orc Grunt.

Veteran moves to Carn Dûm to be discarded.

Bolg+ returns to Mount Gundabad.

Shaman+stays.

MOVE

Shaman, -,sh

HL2, Theoden plays Watchers at the Gate on Mount Gundabad.

Bolg, -sl-dd,sh

Tokens to Show played.

HL2, Theoden keys Pûkel-men to sh. Pukel.2w11p, det.

Lugdush, 5p-3x+6sroll=8,taps

Lugdush, 5p-3x-1t+4sroll=5

Orc-Endurance played on company.

Veteran, -sl-dd-sl,haven; draw no cards for resource player.

HL2, Theoden-x

HL1, Saruman has 2 Wargs in hand.

HL1,Thg-x

SITE

Mount Gundabad, (1)Orcs---each character faces 1s7 prowess (det against overt company)

Bolg,7p-3x+6sroll=9

Lugdush, 5p-1t+2sroll=6

Veteran, 4p-3x+4sroll=5,taps

Shaman, 3p-3x+9sroll=9

Watchers at the Gate, PUKEL.2s9p.det

Bolg,7p-3x+10sroll=14

Shaman, 3p-3x+10sroll=10

Bolg taps to make INF on Orcs of Gundabad.9

Bolg.+2.di+3.trusty+2.MOD(Grey MG)+11iroll=18,pass. Taps site.

Shaman taps to play free minor item Saw-Toothed Blade

END {Necro,Khamual next turn}

AFTL taps to shuffle Patrol the Area.

Turn 02, vs. Saruman

MOVE

Brandir, -bl-bl-fd-w,bh

HL5, Scatha plays Power Built By Waiting

HL4, Scatha plays Spawn of Ungoliant

HL2, Bolg plays Host of Bats

HL1, Bolg plays An Unexpected Outpost to shuffle Longing For the West

Shipwright taps to play Marvels Told, Scorba at Home, Brandir supports,

-2.res+1.sup+2croll=auto. {next turn, Thorkmaw could not use Territorial Disputes to visit Zarak Dum}

TURN02, vs. Vidugavia

MOVE

Morvran,-,bh

HL3, Khamual uses OG Horseman in the Night

HL2, Felagrog-x

HL1, Bolg-x

No hazards played. Smeagol-x

TURN02, vs. Theoden

MOVE

Theodred, -bl-bl-w-w,rl

HL4, Bolg-x

{Scatha has Shelob's Brood, Giant Spiders, King-Spider in hand}

HL3, Scatha plays King-Spider keyed to ruins, spider,trap.x8p

Eomer faces spider attack, -1.haz-1.mod+8croll=6.

Roll.9=odd. Characters with odd random numbers(Eomer).

Eomer, 3p+10sroll=13, killed creature.

HL2, Scatha keys Giant Spiders to WW. Spider.2s10p

Eomer faces spider attack, -1.haz-1.mod+5croll=3

Theodred, 4p+10sroll=14,defeat

Gamling, 3p+9sroll=12,defeat

Morwen taps to play Marvels Told, Power Built By Waiting. Merry supports croll=auto

TURN03-3.4

Radagast is at Logath Camp, Rhosgobel

@ Mount Gundabad, T

T	Bolg of the North	8	5	7	9	Orc	W		R			0	
T	Lugdush	4	0	5	8	Uruk	W	Sc				0	
													A Few Trusty Lads
													The Sons of Skorg
													Orc-Endurance
T	Orc Shaman	4	0	3	7	uruk	W			Sa		0	Saw-Toothed Blade
T	Orc Veteran	2	0	4	8	orc	W					1	
													Search the Spires

@ Carn Dum, U

W	Orc Veteran	2	0	4	8	orc	W					1	
Incite Minions	Pit Trap									Barrow-Blade			
Liquid Fire	Snaga-hai									Fair Travels in Free-Dom			
Mauhûr	Voices of Malice									Gondorian Rangers			
Orc-draughts	We are the Fighting Uruk-hai									Hauberk of Bright Mail			
0	0									Steward's Guard			
0	0									Things Might Go Ill			
Turn: 3	Hand: 8	MP: 11	PD: 69	SP: 2						Things Might Go Ill			
Denethor	Theoden	Saruman	Vidugavia	RADAGA						Echo of All Joy			
										0			

Gates of Morning The Doom of Choice Erû's Gift Ordered to Kill

A Short Rest

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Merkampa at Home

, Summons from Long Sleep, Angurth at Home, Mordor in Ruins

, Awaken Denizens

, Host of Bats

UNTAP

ORG

All move to Mount Gram with no automatic-attack; play Great Bats at Morkai.

Good to see Saruman is the third hazard player; he has wolf creatures.

MOVE

Bolg, -dd-sl,sh

HL4, Denethor-x

HL3, Theoden-x

HL2, Saruman keys Wargs to SL, wolves.2s9p; no cancel

HL1, Saruman plays Wolf-riders; 3s10p

We are the Fighting Uruk-hai played for Lugdash, instead of Shaman.

Bolg, 7p+8sroll=15,fail

Lugdush, 5p+10sroll=15,fail.

Lugdush, 4p-1t+2.res+5.sroll=10,ineff. -2.res+3.croll=1,pass.

Veteran, -sl,sh {no card draw}

HL2, Denethor-x; drew avatar card

HL1, Theoden-x

HL1, Thg-x

SITE

Mount Gram. No AA

Veteran taps to play Orc-draughts. Shaman taps to play Liquid Fire.

END Witchking.Scatha

AFTL taps to shuffle Grond.

TURN 03, vs. Theoden

MOVE

Theodred, -,ruins

HL4, Felagrog plays Rumor of Wealth on site.

HL3, Felagrog uses OG Goblin-miner.

HL2, Bolg-x

HL1, Scatha plays An Unexpected Outpost to shuffle Long Dark Reach

TURN 03, vs. Denethor

MOVE

Denethor, -,haven

HL4, Bolg uses OG Engines of Defense

HL3, Khamaul plays The Way is Shut

HL2, Khamual moves first time agent, Eun from Pelargir(adjacent to home region) to Druadan Forest.

Faramir, -ruinsL

HL3, Bolg uses OG Pit Trap

HL2, Khamual-x

HL1, Felagrog-x

TURN04-4.4

@ Mount Gram, T

T	Bolg of the North	8	5	7	9	Orc	W	R	0	
T	Lugdush	4	0	5	8	Uruk	W	Sc	0	
										A Few Trusty Lads
										The Sons of Skorg
										Orc-Endurance
T	Orc Shaman	4	0	3	7	uruk	W	Sa	2	Saw-Toothed Blade
T	Orc Veteran	2	0	4	8	orc	W		2	Liquid Fire
T	Orc Veteran	2	0	4	8	orc	W		1	Orc-draught
										Search the Spires

"Two-headed" Troll	Snaga-hai	A Short Rest
Incite Minions	The Goblins Are Upon You	Fair Travels in Shadow-lands
Iron Mountains	Uruk-Lieutenant	Galva
Orc sniffer	Voices of Malice	Lost in Shadow-lands
0	0	Maran
0	0	Pale Enchanted Gold
Turn: 4	Hand: 8	MP: 12
		PD: 64
		SP: 2
Vidugavia	Denethor	Theoden
		Saruman
		RADAGA
		Wild Fell Beast
		0

Gates of Morning The Doom of Choice Erû's Gift Ordered to Kill

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Traitor, Merkampa at Home, Darkness Ahead

, Angurth at Home, Mordor in Ruins

, The Pack at the Door, Threat of Many Feet

UNTAP

ORG

All move to Morkai; too dangerous to reach Buhr Widu.

Iron Mountains played to reduce HL by one.

MOVE

Bolg, -sl,sh Morkai

HL5-1, Vidugavia plays Lost in Shadow-lands

HL3, Denethor-x

HL2, Theoden keys Hurnkennec to sh. Spider, pukel. 1s11p, attacker.

Shaman taps to play Voices of Malice to target Threat of Many Feet, Veteran supports,
Croll=auto.

Veteran supports

Shaman, 3p+1.wp+1.sup-1t+9sroll=13,defeated, trophy

SITE

Morkai, (1)Orcs--- 4 strikes with 6 prowess (detainment against overt company)

Bolg, 7p-3x+3sroll=7

Lugdush, 5p-3x+12sroll=14

Veteran, 4p-1t+8sroll=11

Veteran, 4p-1t+10sroll=13

Bolg taps to make INF on Snaga-hai.8

+2.di+2.orcs-2.wking+3.trusy-2.follower+8sroll=11,pass. Tap site.

END {Dwarf.Scatha next turn}

AFTL taps to shuffle Iron Mountains

TURN04 vs Denethor

MOVE

Denethor, -,haven Minas Tirith

HL4, Scatha plays Spiders Huge and Horrible on Ioreth.

HL3, Scatha plays Monstrosity of Diverse Shape

HL1, Bolg plays Doors of Night. Denethor counters with Twilight

Faramir, -w-fd-bl,bh Dunharrow

HL3-1, Scatha-x

HL1, Bolg-x

HL1, Smg-x

TURN04 vs Vidugavia

MOVE

Galva, -,haven Riavod

HL3, Bolg uses OG Incite Minions

HL2, Scatha-x

HL1, Khamual-x

Morvran, -bl-w-sl-cs, RL Tol Buruth

HL4-2, Bolg keys Orc Warriors to W. Orcs. 3s7p

Bard taps Black Arrow for 3s6p

Caerlinc, 3p+7sroll=10

Bard Bowman, 3p+8sroll=11

Morvran, 4p+6sroll=10,killed creature

HL1, Bolg plays Carrion Birds

Caerlinc, 3p-1t+2sroll=4, success. 10/7brolls -1.haz=killed

Bard Bowman, 3p-1t+9sroll=11

Morvran, 4p-1t+8sroll=11

Khursh, 5p-1t+6sroll=10

TURN05-2.5

{Radagast at Ovir Hollow, Beorn's House, Rhosgobel}

@ Morkai, T

T	Bolg of the North	8	5	7	9	Orc	W	R		0			
T	Orc Veteran	2	0	4	8	orc	W			2	Orc-draughts		
U	Lugdush	4	0	5	8	Uruk	W	Sc		0			
											A Few Trusty Lads		
											The Sons of Skorg		
											Orc-Endurance		
T	Orc Shaman	4	1	4	7	orc	W		Sa	2	Saw-Toothed Blade	Liquid Fire Trophy1	
T	Orc Veteran	2	0	4	8	orc	W			1			
											Search the Spires		

An Unexpected Outpost	Gnaw with Words			"Two-headed" Troll
Cobras	Lure of Magic			An Unexpected Outpost
Flatter a Foe	Pallando			Dwarven War party
Gates of Morning	Wizard's Voice			Orc Archers
Wose Shamanist Amule	0			Stormcrow
0	0			The Goblins Are Upon Y
Turn: 5	Hand: 8	MP: 13	PD: 41	SP: 0
Bolg	Khamual	Scatha	Felagrog	AKHORA
				Voices of Malice
				0

More Alert Than Most

Enduring Tales

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage, The Reach of Ulmo, Press-gang(Brawler), Forgotten South of the World

, Angurth at Home, Mordor in Ruins

UNTAP

ORG

Shaman transfers Saw-Toothed Blade to Bolg, -2.items+5croll=3,pass.

Shaman transfers Liquid Fire to Lugdash, croll=auto.

AFTL taps to dump 3cards: [

Corlagon Roused,Bairanax Roused,Own Thoughts and Devices]

Shaman and Veteran move to Carn Dum.

Bolg+ move to Dol Guldur to play troll ally next turn.

MOVE

Bolg, -sl-dd-bl-dd, haven. Dol Guldur

HL3, Pallando plays An Unexpected Outpost to shuffle *Never Seen Him*

HL2, Pallando plays long-event It is My Own

Shaman taps to play Voices of Malice on Full of Froth and Rage, -2.res+6croll=4.pass.

Shaman, -sl, haven. Carn Dum

HL2, Pallando plays Lure of Magic on Shaman.

SITE

END, Ardagor, Khamaul

TURN05 vs Pallando

MOVE

On-Ikana, -j-bl-bl,rl. Nîlûlondê

HL3-1, Bolg plays Minions Stir

HL1, Bolg plays Stormcrow

Marvels Told now or later? Tapping wizard now makes company vulnerable; wait.

Drew Vanishment

Pallando, -bl-w,sh. Dusalan

HL3, Bolg keys Orc-Guard to sh. Orcs.5s8p

Plays Orc Archers. Each.6p

Pallando plays Flatter a Foe. Orcs.12

+12.di+7irol=19,attack cancelled

HL2, Bolg plays An Unexpected Outpost to shuffle from SB: Early Harvest

HL1, Bolg plays An Unexpected Outpost to shuffle from SB: Shadow of Mordor

Smoke Rings shuffles from SB: [Wose Hunter Tattoo]

TURN05 vs League

MOVE

Vishtaspa, -bl,w-w,RL. Nalashatur thru Bulchyades

HL2, Felagrog-x

HL1. Bolg keys Dwarven War party to ancient dwarf-ruin. Dwarf.3s11p5b,det

Vishtâspa, 4p+1.sun-3x-1e+4sroll=5,taps

Adrazar, 3p+2.sun-3x+7sroll=9,taps

Telmir taps to play Marvels Told to target Minions Stir, -2.res+5croll=3

Eadur, -,RL. Nalashatur

HL2, Felagrog-x

HL1. Bolg-x

HL1, Smg-x

Telmir, -,haven. Inyalonî

HL2, Felagrog-x

HL1. Bolg-x

HL1, Smg-x

TURN06-4.5

{Radagast at Lorien}

@ Dol Guldur, U

U	Bolg of the North	8	5	8	9	Orc	W		R			1	Saw-Toothed Blade
U	Orc Veteran	2	0	4	8	orc	W					2	Orc-draughts
U	Lugdush	4	0	5	8	Uruk	W	Sc				1	Liquid Fire
													A Few Trusty Lads
													The Sons of Skorg
													Orc-Endurance

@ Carn Dum, U

T	Orc Shaman	4	1	3	7	orc	W		Sa		2	Lure of Magic	Trophy1
U	Orc Veteran	2	0	4	8	orc	W				1		
												Search the Spires	

"Two-headed" Troll		Early Harvest			A More or Less Decent	
Army of Bats		Great Army of the North			At Your Service	
Carrion Birds		The Goblins Are Upon You			Dwarven Hoard	
Dwarven War party		0			Frôr V	
0		0			Lesinavi	
0		0			Precious Gold Ring	
Turn: 6	Hand: 8	MP: 13	PD: 51	SP: 2	When I Know Anything	
Yellow	League	Imrahil	Pallando	RADAGA	0	
					0	

Gates of Morning More Alert Than Most

Sun

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Press-gang, Forgotten South of the World

, Stormcrow, Angurth at Home, Corlagon At Home, Mordor Rebuilt

Earth-tremors

, Song of the Lady, Wake of War

UNTAP

ORG

Great Army of the North played as permanent-event.

Bolg+ move to Buhr Widu.

Shaman+ stay at Carn Dum.

MOVE

Shaman, -,haven. Carn Dum.

HL2, Yellow uses OG Lesinavi

HL1, League-x

HL1, Thg-x

Bolg, -dd-w,RL. Buhr Widu

HL3, Yellow uses OG Majmun

HL2, League has War-Wargs, uruk-Lt, O-warband in hand.

HL1, Imrahil-x

SITE

Buhr Widu, RL. Trolls.1s10p

Bolg, 7p+1.wp+10sroll=18

Lugdush taps to play Two-headed Troll, taps site.

END {Ardagor.Felagrog next turn}

AFTL taps to dump 1card to DP: [Iron Mountains]

{next turn: play Grunt, Slew}