

BALIN-DWARF

50avatar

C	7	Blue M Dwarf-hold
I	15	Eriador
F	0	vs Ardagor
A	1	Eriador Division
M	3	Under-Deeps
K	6	Dead

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 27 cards in sideboard
40 cards in H. deck, 13 cards in sideboard
14 characters in deck
11 starting cards
18 creatures
DC: 36res+16haz+17char = 69
145 total cards

Balin Dwarf-lord has been given charge of the Ered Luin. He will wipe away the filth in Cardolan's and its Troll Warlord. Many folk will come under Balin's banner: Fishermen of Forochel, Rangers of the North, Elves of Lindon, Dunlendings, Hillmen, and the hidden Petty-Dwarves. These factions will go to war.

Balin himself will travel in the Under-deeps seeking for the lost Durin's Crown. Some hobbits will accompany the dwarves. Lord Thorin and Lord Dain need help dealing with the swarm Of dragons. A daring journey into dark tunnels will be attempted to find the lost, broken breeding pits of Angband. There maybe, some clue of dragons's weaknesses can be told. Be vigilant, Lord Thrain may call you to aid him at Moria.

The hazard creatures are a mix of types targeting various region types to affect any minion player. Hazard events force minions to either tap for removing an event or to face multiple strikes.

The overall hazard strategy is to weaken characters by wounding with creatures and events. Creatures have many strikes, and the events have a mix of playability. Some hazard long-events will hurt the White Players, but the affect is minimal.

Balin is in the Eriador Division opposing Ardagor.

RESOURCES (40/27)

3	3	1	Palantir of Amon Sûl #
3	3	1	Magic Ring of Lore
		1	Essay on Ringcraft
2	4	1	Durin's Crown
4	4	1	Torogcrist
4	4	1	Battle-axe of the Fallen
		1	Link of Angainor
2	2	1	War Mattock
2	2	1	War Mattock
2	2	1	Dwarven Light-Stone
2	1	1	Dwarven Light-Stone
	*		Cap of Harden Steel
	*		Miner's pick
		3	Fungi
	*		Miruvor#
		1	Pipe
		1	Beer From the East-Farthing
		1	Backpack
		1	Rose Cotton
1	1	1	Bob
1	1	1	Reforging+
		1	When I Know Anything
		1	You've Come Back Changed
2	2	1	Deep Mountain Fort s2
			9/14

1	Marvels Told	Sa
3	Here is a Snake!	agent
3	Not At Home	Sgate
2	Gates of Morning	Penv
3	Crown of Flowers	Penv
2	Cloudless Day	Lenv
3	Escape	
2	The Dwarves are Upon You	dwarf
1	Dawn Take You All	ritual
3	Glamour of Surpassing Ex	
3	Pity Mixed with Horror	
1	His Beard Long and Forked	pe
1	Troll-shaws	pe
1	Free to Choose	pe
1	Value Food and Cheer	pe
1	Orc-Mail	pe
1	Dwarven Cunning	
1	Rebuild the Town	pe
1	Origin of Stone	comm
1	Clad in Mail-shirts	comm
1	Endurance of Stone	rd
1	Smoke Rings	
1	2 Long Bottom Leaf	
*	Crimson Hood	s1*
*	Son of Fundin	s1*
1	No Mouse Unnoticed	s1
1	Dwarf of All Trades	s2
*	Trusted Counsellor	s1
1	Born under the Mountains	s2*
1	Legacy of Smiths	s4+
31/13		

HAZARDS(40/13)**21/0**

3	Watcher in the Water	animal	1	all	8	x	CS, WW
2	Rain-drake	drake	1	1	15	x	WWW, CS
3	Durin's Folk	dwarf	2*	5	8	x	BL, W
3	Border-watch	men	1*	5	7	x	FD, BL; fh, bh
3	Dunlending Raiders	men	1	5	8	x	
2	Hermit Troll	troll	2	3	12	5	WWW
1	Wandering Troll	troll	1	1	14	5	deep
3	Ghouls	undead	1	5	7	x	SL, DD; sh, dh
1	Ibun	undead	2	1	12	7	SL, SL

19/13

2	Fealty Under Trial	S.point					
1	You've Put Your Finger In It						
1	To Breed a War	L.faction					x1
1	Traitor	P.					
1	Burdensome Commands	P.stats					x1
2	Times are Evil	L.inf					o2
1	Doubled Vigilance	P					
1	Heedless Revelry						x1
2	Naugrim	P.attack-dwarf					
3	Pierced by Many Wounds	S					
3	Left Behind	S					
3	His Fury Has Betrayed Him	S					o1
1	The Sun Shone Fiercely	L.stat					x2
3	Dawn Comes Early	S.env. Troll xDON+surface					x2
2	Tharbad Thieves	P.prisoner					
1	Flooded to the Surface						
2\$	Incite Denizens	S.auto					
1	Nothing to Eat or Drink	P.char-stat					
3	An Unexpected Outpost	S.cycle					

SITES		FD-2	BL-0	W-6	SL-1	DD-0	CS-0	UD-6	T-0	I-0
Nu	Blue Mountain									
Sh	Aden Secret Library	Info								
Sh	Bag End									
Sh	Bywater									
Sh	Tuckborough	Info							minor	
Sh	Sackville									
Sh	Michel Delving									
OF	Brandy Hall	m								
Ar	Bree								Bob	
MS	Amon Lind								Elf.2d8	Essay
Nu	Andoloki	m, M, ring							drake.1w10,2w11	*
Fo	Gondring's Lair	m, M							dragon	*
Rh	Ettenmoors	m							troll	Troll-shaws
Ar	Dead Man's Dike	m, M							undead.3w9	palantir
Ar	Weathertop	Info							wolf	Anything
Ar	Eldanar	m							men	*
Ag	Zarak Dum-adr	m, M							SCORBA	Durin's Crown
UD	Ruins of Nogrod	m, M, G, ring							traps, (shadow)	Battle-axe of the Fallen
UD	Ruins of Belegost	m, M, ring							rock fall, (shadow)	Light-stone
UD	Drowning Deeps...Blue	m, M							drake.2w11, (sea)	Deep Mountain Fortress
UD	Under-Vaults	m, M, ring							Undead.3w8, (SH)	minor
UD	Remains Thangorodhrim	Info, m, M, G							Gram-0, Iron-7, Leas-7, DD-9	
UD	Remains Thangorodhrim	Info, m, M, G							drake, (sea)	Reforging
UD	Ancient Maze	m, M, G, ring							spawn.2w11(drake)	Light-stone
UD	Pits of Angband	m, M, G							drake,(worm)	Link of Angainor
UD	Under-Forges	m, M, G							orc,(RL)	warhammer
UD	Under-Caves	m, M, G*							troll.2s10,troll.1s13	
UD	Iron-Deeps	m, M, G							troll.3w9, (Ruins)	Torogrist
									Vaults-7, Forges-6, Leas-6	

CHARACTERS-10

14-3-3-4-3

4 Balin	7/5/5/8+	W/Sc/Sa	lb	Blue	+3DI.Dw; +2P.OTW
<i>Mountaineer</i>	2/0/2/7+	W/Sc			1CP; +1P.OT; -1DI.inf; mountain
1 Bahadur	4/1/3/8+	W/Sa	sf	Azagarbhun, I	+1P.OTG
1 <i>Advisor</i>	3/1/2/6+	W/Sa			+1P.orc; t.Long Beard
1 <i>Advisor</i>	3/1/2/6*	W/Sa			+1P.orc; t.Long Beard
2 Glóin	5/2/5/7*+	W/D	lb	Blue	+1DI.Dw; +2DI.BluemD; +1P.orc
1 <i>King's Judge</i>	3/1/2/7*	W/D			+1DI.DwCr; +2DI.DwF; +1P.orc
1 <i>Pathfinder</i>	3/0/2/7+	W/R			1CP; +1P.OT; -1DI.inf; t.OTK
1 <i>Pathfinder</i>	3/0/2/7*	W/R			1CP; +1P.OT; -1DI.inf; t.OTK
1 <i>Pathfinder</i>	3/0/2/7+	W/R			1CP; +1P.OT; -1DI.inf; t.OTK
2 <i>Attack-Lord</i>	5/1/5/7*+	W			+2DI.dw; +1P.OTK; tap. +1P.dwf
Bombur	1/0/3/6	W	fb	Blue	1CP; +1P.orcs
<i>Miner</i>	2/0/3/6+	W			1CP; +1P.OT; -1DI.inf; +1deep
<i>Miner</i>	2/0/3/6+	W			1CP; +1P.OT; -1DI.inf; +1deep
Nob	2/0/0/8+	Sc	H	Bree	-1CP
1 Whitfoot	4/0/0/8+	D	H	M Delving	-1CP

starting company: at Blue Mountains

<Son of Fundin>

2 Glóin	5/2/5/7	W/D			Cap of Harden Steel, Trusted Counselor
1 Bahadur	4/1/3/8	W/Sa			
1 <i>King's Judge</i>	3/1/2/7	W/D			Miner's pick
2 <i>Attack-Lord</i>	5/1/5/7	W			
1 <i>Pathfinder</i>	3/0/2/7	W/R			miruvor

11/17 GI used

Hand-8

Mind-31

SP: 9/12

#1 Smith

[Udeeps: +8]

Balin-L	7/9/9/9	W/Sc/Sa	4	lb7	axe, Hood , Mouse, Value, Origin
<i>Pathfinder</i>	3/0/3/7	W/R	1	dw3	
<i>Miner</i>	2/0/4/6	W	2	dw2	light-stone
<i>Miner</i>	2/0/4/6	W	2	dw2	light-stone
<i>Mountaineer</i>	2/0/3/7	W/Sc	2	lb2	pick
Bahadur	4/1/3/8	W/Sa	0	sb4	

#2 Strings

[factions, minor]

Glóin	3/8/5/9	W/D	3	lb5	crown(reforging), Trusted
<i>Attack-Lord</i>	5/1/7/8	W	2	dw5	mattock, Beard, Clad
<i>Pathfinder</i>	3/0/4/8	W/R	3	dw3	mattock

Whitfoot 4/2/0/8 D 4 H3 palantir, MR.lore

Nob 2/0/2/8 Sc/Sa 1 H3 pipe, Changed, Shaws, Anything

OVERVIEW

Balin, son of Fundin has the task to guard Eriador from a new threat. This threat is a troll-lord, which was spawned by the under-deeps. Lord Balin will lead the Blue Mountain Dwarves in repelling this threat and to protect the Shire and Gondor from the west. Dragons have awoken in the north and in the seas. Bree will be a home away from home where you can find micro-brew.

Lord Balin will play many items. He needs to attack minions in southern Eriador, gather factions for war, and explore the under-deeps. He has a lot on his plate, but will have a feast for a dwarf-king waiting for him at the Prancing Pony.

Top 5 Major Goals

1. Store site Pits of Angband
2. Play Deep Mountain Fortress
3. CvCC Ardagor's trolls during the War-lord phase protecting the One Ring Bearer
4. Play Torogrist

BALIN & DWARVES

Balin will be a mobile dwarf-lord. He has the useful Scout/Sage skill set. He is one of the few sages you have and may tap to play ritual events. His prowess is nice at five and his body of eight is agreeable. His DI against dwarves is 8. His hatred for orcs, trolls, and wolves is shown by +2 prowess against those types.

He will wear Crimson Hood that gives him +1 body and +2 direct influence along with 1 CP. This stage resource allows his use of Pipe as Gandalf. The item and the hood burden the dwarf-lord with two corruption points. Transfer the Pipe when not in use.

As a Son of Fundin Balin he will fetch non-unique dwarves and Orc-mail. He expects many to die in combat. Origin of Stone, a command event, grants prowess and Underdeeps movement bonuses. He has room for another command event if he can somehow carry two. Give him Durin's Crown to increase his body to 11 for vital turns. With 2 CP on Balin you need a way to remove hazard permanent-events on him. Discard food items and use Value of Food and Cheer to do this while in the Underdeeps to allow his tapping during the game. This avatar will either have 2 or 3 CP.

No Mouse Unnoticed is for Balin. Make a corruption check to reveal an on-guard card. Maximize Withdraw to Mordor by discarding worthwhile hazards.

Dwarf of All Trades fetching cards such as Dawn Take You All.

[FATE RULE: Company with Orc-mail is considered overt]

STAGE RESOURCES

Lord Balin has eight stage resources. Some will be discarded in the second playdeck and some will be played during the White Council. There is a potential of 9 SP for this player if all the stage resources are in play with the Lordhaven.

Blue Mountains is a site that has 1 SP.

Crimson Hood, No Mouse Unnoticed, and Son of Fundin are avatar-specific. Two will start the game and be discarded in the third playdeck. The DI bonus from Crimson Hood is expendable. Son of Fundin is nice that it fetches non-unique dwarves. Discard it if Durin's Crown is reformed. No Mouse Unnoticed is another SP with no corruption.

Trusted Counselor will help with character control for 5 SP total so far. The lost of Gloin

would mean a tough choice on the dwarf for this stage event.

Deep Mountain Fortress is your mission stage resource to give you another Lordhaven first at Drowning Deeps than at a Deep Mines. Now 7 SP.

Born From the Mountain is 2 SP that will be discarded for cancelling the Rock Fall automatic-attack under the Lordhaven. It will be played again during the second deck for its other abilities. However, it will be discarded no later than the turn when the next stage events are played.

Legacy of Smiths are for MP purposes. Play it during the Council. It will provide up to 16 more MPs.

Dwarf of All Trades fetching cards such as Marvels Told or Dawn Take You All or other resources that require a skill that Balin has. This is a good event to play late in the game when you are on the surface ready to CvCC Ardagor's trolls. Else you can tap during the organization phase to see three random cards of opponent's hand. Hazard creatures are placed on the bottom of the deck.

If the stage point sum is too high, then discard Born Under the Mountains and Son of Fundin.

CHARACTERS

All your characters are dwarves except for the two hobbits. There are only four unique dwarves and three with a 5 mind or higher. Two have a body greater than 7. Only the Warrior skill is in plenty so protect your Sages and Rangers. All Dwarves have a home site of Blue Mountains. Two Hobbits are easily played nearby in the Shire. Events in this deck only require a Sage among the five skills.

Almost every Dwarf with a mind less than four has -1 to corruption checks. Every dwarf has +1 prowess against Orcs. You will be facing a lot of combat with wyrms, AA, and minions. The lesser dwarves will carry the minor items and face big strikes. Dwarven Miner is there for his bonus to under-deeps movement. Advisor has the Sage skill; Pathfinder is the Ranger. Attack-Lord has a nice 5 prowess. There is an event allowing fetching these non-unique dwarves. Many dwarves will be killed. This hero player has the most non-unique characters at nine.

Glóin is a first-cousin to Balin. Glóin is a 5-mind Diplomat with strong 5 prowess and low 7 body. He will lead a core company so try to raise his body. He has +2 DI against the Blue Mountain Dwarves and +1 DI against dwarf characters allowing him to control a 3-mind dwarf. Glóin starts the game so keep him alive. Durin's Crown is for him.

Bombur is a 1-mind dwarf too fat to travel with Balin. Bombur has 3 prowess and weak 6 body. His inclusion is to transfer items between the surface and Deep Mountain Fortress below the Blue Mountains. He can travel under-ground but needs help to surface.

Bahadur has traveled from the Sun-lands to find riches in the deeps. This 4 mind, 1 DI has average 3 prowess and 8 body. Yet his Sage skill is valuable. This Stiffbeard has +1 prowess against Orcs, Trolls, and Giants. Tap this dwarf and discard a Reforging from the company to make Dwarven Light-stone at his Dwarf-hold.

Pathfinder is a 3-mind Ranger. Two copies are in the deck with one starting the game. His 2 prowess is weak and 7 body is low. He does have +1 prowess against Orcs and Trolls. His nice ability is tapping to cancel an orc, troll, or drake attack keyed to Wilderness. Only one Pathfinder can be in a company with a dwarf-lord. If two Pathfinders are killed during the first deck, then that will be hindrance. This character is the only Ranger in the deck besides the grey agents. Miner's Pick will be perfect from him for 4 prowess.

King's Judge will be a useful Diplomat influencing factions. A 2 prowess is low considering

all types of attacks. A low 7 body will give me a low chance to survive the game. But his 2 DI against dwarf characters or 3 DI against dwarf factions is useful. This character's goal is to make the influence attempts against factions.

King's Advisor is another vital non-unique dwarf. He provides the Sage skill. He too has 1 DI as does King's Judge. King's Advisor has the worse stats of the dwarves with 2 prowess and six body. Give him the Olga-wama when he is in Balin's company. He can tap to fetch the event His Beard Long and Forked, but that event is not in the deck. Only Lord Balin is a Sage outside this character.

Dwarven Miner will be useful with Under-deeps movement. A 2-mind provides decent stats of 3 prowess and 6 body. He has +1 prowess against orcs and trolls. His special ability is +1 to movement for his company in the Under-deeps. Both copies will be with Balin's company. Be hesitate to move these dwarves on the surface away from a Lordhaven to keep them alive.

Attack-Lord is a rare 5-mind non-unique character. He will be used as the bodyguard for a core company. He brings strong 5 prowess, but a low 7 body that needs enhancement to keep him in the game. He has +2 DI against dwarves, but that will be used in the starting company or to influence the dwarf factions later in the game. He has +1 prowess against Orcs, Trolls, and Drakes. A special ability is for him to tap giving +1 prowess to all dwarves in the company against an attack. This will essentially keep him at 5 prowess, but he cannot be selected by you to face a strike. Torogrist is selected for his use. The axe sets this dwarf at 8 prowess (11 vs. trolls), 7 body for three corruption points.

Will Whitfoot is a rare Diplomat Hobbit. He has the usual 4 mind, and his stats are 0/8. But he has +2 DI against Hobbits. He will be brought into play at Michel Delving but try to play him at Michel Delving. This Hobbit will use Mathom Lore to fetch minor items, specifically food items. He has +1 to his corruption checks so that event will burden him with one corruption point. Mathom Lore allows Whitfoot to use any item as if a Sage, but no such items are in the deck. His +2 DI against Hobbits will control Nob.

Nob is a worker Hobbit that can be stealthy. He is a rare 2-mind Hobbit who is just a Scout. His zero prowess is low and 8 body is average. His home site is Bree, so he can be easily played. He will carry minor items and use Pipe Weed, which forces his corruption check modifier at -2.

COMPANIES

Your starting company will include three main dwarves, whom will be in the core companies. All have a 7 or 6 body stat. You will have two diplomats and one ranger. King's Judge will be vulnerable. Gloin is weak at 7 body so give him Cram. Keep him at a haven when not moving to influence a faction. The two 5-mind dwarves can quickly have a 3-mind Dwarf follower to gain GI space. Pipe and Miruvor are the other starting minor items. All in your starting company can stay in play for the second playdeck. Trusted Counsellors, Crimson Hood, and Son of Fundin are the starting stage cards. Play as many items and factions as you can with this group. Stay in Eriador with the starting group.

2	Glóin	5/2/5/7	W/D	cram, Trusted Counselor
1	King's Judge	3/1/2/7	W/D	pipe
2	Attack-Lord	5/1/5/7	W	

1 <i>Advisor</i>	3/1/2/6	W/Sa		
1 <i>Pathfinder</i>	3/0/2/7	W/R	miruvor	

#1 Smiths

The Smiths group has your Dwarf-Lord with Bahadur, Pathfinder, Mountaineer, and two Dwarven Miners. Balin has Crimson Hood, No Mouse Unnoticed, Value Food and Cheer, and Origin of Stone. This leaves the Dwarf-lord with 9 DI, 9 prowess and 9 body. That command event helps with under-deeps movement and prowess. Four corruption points will burden him when he has axe.

Mountaineer has a Miner's Pick for 3 prowess and 2 CP. Two Dwarven Miners are included. Both have a Dwarven Light-stone for 4 prowess and 2 CP. Bahadur will carry minor items and play Dawn Take You All. Pathfinder is there to be the Ranger.

Body checks need to be avoided with this group or boost body stats with Mathom Lore fetching Miruvor almost every turn. The company will have +8 to movement rolls. This company is the only company with a Sage and Ranger. Balin wants to draw a company of Ardagor's underground for fear of attack from that realm. This company's goals are: (1) play under-deep items, (2) Visit Pits of Angband, and (3) CvCC minions in in the under-deeps. The company can have up to 4 MPs. But the company will be responsible for playing two high MP items.

Give him Pipe until late in the game exchanging that item with Battle-axe of the Fallen.

[Udeeps: +8]				
Balin-L	7/9/9/9	W/Sc/Sa	4	lb7 axe, Hood, Mouse, Value, Origin
<i>Pathfinder</i>	3/0/3/7	W/R	1	dw3
<i>Miner</i>	2/0/4/6	W	2	dw2 light-stone
<i>Miner</i>	2/0/4/6	W	2	dw2 light-stone
<i>Mountaineer</i>	2/0/3/7	W/Sc	2	lb2 pick
Bahadur	4/1/3/8	W/Sa	0	sb4

#2 Strings

The Strings goals are: (1) play allies and (2) play other resources on the surface. Glóin is a Trusted Counselor with Durin's Crown. This yields the old dwarf with 8 DI, 5 prowess, 9 body and 3 CP. Almost like a fallen-wizard Pallando. He controls Attack-Lord and Pathfinder. Attack-Lord has War-Mattock for 7 prowess, but 9 prowess against Trolls. His leadership will be used and will be the bodyguard. His Beard Long and Forked. This company is not tough to face combat. Orc-mail is for this company. Pathfinder has another War-Mattock for 4 prowess. Attack-Lord will carry the Link of Angainor.

Glóin	3/8/5/9	W/D	3	lb5 crown(reforging), Trusted
<i>Attack-Lord</i>	5/1/7/8	W	2	dw5 mattock, Beard, Clad
<i>Pathfinder</i>	3/0/4/8	W/R	3	dw3 mattock

#3 Gardeners

Two hobbits are the Gardeners. Whitfoot a Magic Ring of Lore to use the palantir for 4 corruption points. Free to Choose is for this item. Nob will carry the minor items and be Whitfoot's follower. You will not have trouble playing the hobbits since you will be by The Shire. There are two hobbit missions. One is called **You've Come Back Changed**. Get this on

Nob. Troll-Shaws, a Lore, will also be played on Nob to get the Sage skill. Now this Hobbit can play the Light Enchantment When I Know Anything. He carries Pipe.

Whitfoot	4/2/0/8	D	4	H3	palantir, MR.lore
Nob	2/0/2/8	Sc/Sa	1	H3	pipe, Changed, Shaws, Anything

These three companies will need 11 of your 17 points of GI. There is an extra Pathfinder. Build a troop of dwarves at the end of the game to fight Ardagor.

ITEMS

You have a wide array of items – 20 in all. Some items are needed for the Power decks. You have food, major, minor, and under-deep items. Thus, corruption and staying untapped are big hurdles for you. Some items are only playable in the Underdeeps. Legacy of Smiths will add may be up to 11 MP with 1 helmet, 5 weapons, 1 shield, 2 ore).

Dwarven Light-stones will help with movement and some attacks. It gives +2 to all rolls required for bearer's company to move to an adjacent site in the Under-deeps. This means that it is not used when surfacing to the Blue Mountains. The item can be tapped to either: modify prowess of one Orc or Troll attack by -2 or to modify by -2 the prowess of one non-combat attack. This item has one corruption check. Try to play one copy at Ancient Maze and the other to tap Ruins of Belegost.

Durin's Crown is a treasure item found only guarded by a Dragon at Home manifestation or at Moria. Either dead or alive can that guardian be. This special item is a helmet providing 2 CP, +1 body, and grants +3 DI against Dwarves. As a reforged item it gives 1 more corruption point to allow bearer to tap during the organization to play from hand or from the discard pile any dwarf under his DI at a free-hold, border-hold, or Ruins. A corruption check is the price of this.

Torogrist is an axe that is a bane to trolls. It grants +3 prowess to a maximum of 10. But against trolls it gives +5 prowess to a maximum of 12 and -2 to target's body. The item can tap to allow the bearer to face a strike from a Troll attack another character is facing. Once this item is played, surface and transfer it to Attack-Lord.

Battle-Axe of the Fallen is a mighty weapon of the Firebeards. Found among the Ruins of Nogrod or Belegost if you discard Lost Knowledge is this weapon of old. A warrior gains +3 prowess to a maximum of 9 (dwarves have +5 against Spawn, Dragons, Drakes to maximum of 11). A dwarf-leader or Firebeard doubles the effects of The Dwarves Are Among You for Firebeards in the company. Bombur will then have 8 prowess against an Orc attack.

Minor Pick helps with combat (+1 prowess to max. 4) and Underdeeps movement (+1 to move). **War Mattock** is great weapon for trolls providing +3 prowess against them for two corruption points. Play one at Drowning Deeps to play the stage event and another copy at the Under-Forges.

Link of Angainor is a hero item. The item can only be borne by a character with a base prowess of at least five. This special item is limited to play at Remains of Thangorodrim, The Vaults of Utumno, or The Pits of Angband. This item carries three corruption points. You can either force opponent to reveal a unique hazard creature or whole hand. Or assign all strikes from a creature attack regardless of status.

Cap of Hardened Steel is a minor helmet item. It grants +1 body to a max 8. Tap item to give bearer +4 prowess versus any strike which weapons do not modify. Success will discard the item.

— **Durang** is an Ore playable at any Under-deeps site by a Dwarven Miner or one bearing a

~~Miner's Pick. Discard this 1-CP item at a Dwarf hold to make Reforging playable there. This saves a trip into danger.~~

With much combat you need help. Three food items can be played after a faction influence. **Miruvor** will increase body by +2 the turn for all characters. **Beer From the East-Farthing** is another drink found in the Shire or at Bree. Item does not tap the site. Discard this item to cancel any effect that forces company to do nothing for the site phase, but no MP resource can be played. Use this when using under-deeps movement. **Fungi** will be played at Drowning Deeps as Deep Mountain Fortress. Only a tapped or untapped non-dark-hold under-deeps site is needed. Use this food item to move to Pits of Angband early and later to Moria from Iron-Deeps.

Backpack is a minor item ready to get into your hand. Tap bearer and discard this item to replace it one non-unique, non-hoarded minor item from the discard pile or sideboard. You can get Miruvor or the Beer with this item.

Pipe is a minor item for Lord Balin. He can tap during his End-of-Turn phase and make a CC, as Gandalf via Crimson Hood, take Longbottom Leaf or Smoke Rings to hand. This will free him of tapping to shuffle resources from the sideboard. Even though Lord Balin will be untapped during the Organization phase to do this he must be untapped late in that turn. But waiting allows him to tap to play Marvels Told during the site phase if that is the best course besides using Pipe. If Lord Balin stays untapped during the turn unexpectedly, then he can tap to fetch Smoke Rings saving a latter tapping shuffling a resource. The item can be transferred to allow another player to shuffle Smoke Rings.

Palantir of Amon Sûl will let you see your opponent's hand, so you can plan your turn accordingly. If you do not need to do this, then recycle Dawn Take You All or Marvels Told. So each turn will lead to a good use of the palantir. When Whitfoot makes a corruption check to use the palantir, Nob will tap to help with the CC (needs 3 to pass). This item will be played at Dead Man's Dike. Four characters are needed to transport this item. It has a big three corruption point burden.

Essay on Ringcraft will be tested with at a Haven to get a **Magic Ring of Lore** from the sideboard. The magic ring is needed to use the palantir. Essay on Ringcraft is also Lost Knowledge to be used for later movement.

FACTIONS

You have no factions.

Game Points attempt to play Angmarim at Ettenmoors. Use this site to have Elves of the House participate in battle. Fortress Reclaimed will require an influence attempt greater than 13 for success.

~~—Thieves of Tharbad is used only to fetch An Article Missing. The attempt is high at 14 (Dunlendings -3, minor +3, major +6, treasure +9). Get this faction in play on the first attempt by discarding a treasure item (Magical Toys). Try to keep Blue Mountains in play and so Dwarven Cunning in play to fulfil the play of this item.~~

ALLIES

Your first ally is **Bob**. He is a hobbit. Yet, he can tap for the requirement of a Lost Knowledge resource. This will be used to travel to the sites below Blue Mountain Dwarf-hold. Try to play the ally on Bombur allowing the dwarf easy travel to and from The Drowning Deeps.

Rose Cotton is a 2 mind Hobbit ally. She is playable by a Hobbit at Bywater. A -1 prowess is low and 8 body is average. She has to stay in the Shire. Tap to prevent any effect that would

discard her controlling character or return him to your hand this phase. Or tap if controlled by Sam Gamgee to fetch a card with his name like The Mayor or Great Elf-Warrior.

MISSIONS

The main mission is to visit Pits of Angband and bring back that site's Stolen Knowledge for storage at a Lordhaven. Storage reduces dragon and drake attacks by one in strikes, prowess, and body for all Hero players. This is a dramatic benefit for your brothers in Wilderland. Shuffle Fungi late in the first deck. Use these two when moving from Drowning Deeps to Pits of Angband. Move everyone from Blue Mountains to Drowning Deeps. Balin's company moves to Pits of Angband using and Fungi. Play Deep Mountain Fortress on the Drowning-Deeps. Move using Bob's ability of Lost Knowledge to the surface playing minor items and the remaining factions. You can play one of the Dwarven Light-stones at Drowning-Deeps before it becomes a Lord-haven. Play Fungi there too. Make sure you use an item to tap the site!

The movement supports that these should be in play at this time: both Dwarven Light-stones, Miner Pick, Origin of Stone, and one Dwarven Miner for +7. The roll to reach Remains of Thangorodrim is 9. Pits of Angband is another easy 4. The automatic-attacks at that Shadow-hold is a nasty Drakes of 3 strikes with 11 prowess followed by any Drake or Dragon hazard creature.

Reforging is needed for Durin's Crown. Play this at Remains Thangorodhim.

Troll-shaws is a Lore permanent-event. You must be at Ettenmoors to play this event. ~~Play this on a Ranger first. A ranger bearer can tap to shuffle one Many Turns and Doublings from the discard pile.~~ A sage bearer can grab Dawn Take You All! A scout can tap to make major hoard items playable at a non-Haven Ettenmoors this turn. A Hobbit gains the Sage skills and will gain 1 MP if the event is stored at Bag End.

There is a hobbit mission called **You've Come Back Changed**. It will help the Power Decks. First, played it on a Hobbit at Bree. Then tap the target Hobbit at a Shadow-hold or Dark-hold. Afterwards, tap the event when the Hobbit is at Bree again. Now, the event is 2 MP and the Hobbit receives +1 prowess (+3 against Men and agents).

GATES OF MORNING

You have five Gate events. Lord Balin does not have Twilight. **Not at Home** will reduce the strikes of any automatic-attack by two. This can be used to kill a Dragon at Home for playing Durin's Crown. Gondring at Home is 2s15p8b. Canadras is 2s18p7b. Scorba is 3s13p8b. Corlagon is 2s13p8b.

Crown with Flowers is a permanent-event providing any resource with Gates of Morning. This will ensure great use of the above mention resources in great need. Fetch this event with Smoke Rings via Pipe so to discard Doors of Night during the Warlord phase when you draw The Cock Crows.

Cloudless Day requires Gates of Morning. The defender is able to assign strikes regardless of tapped status, wounded status, or the normal abilities of the attack. This will help protect Hobbits and low body dwarves.

Free to Choose lowers the CP of target item by three instead of two when Gates is in play. This will help with the Durin's Crown, Torogrist, and the palantir.

ERIADOR & UNDERDEEPS

Travel in the wild lands west of the Misty Mountains hides many dangers. Free-Domains and Wildernesses are the dominate region types for this avatar. Six Wilderness are found in Eriador

(Fo, Nu, Ar, Ca, Rh, OF).

Value Food and Cheer is played on a character which taps if untapped. Now that character has +2 to any rolls to remove hazards on target. It is +5 if you discard a food item from the company. There are five food items in the deck.

Not at Home can cancel troll, drake and dragon AA attacks. You expect to face such sites in the Underdeeps and on the surface that are two troll, three drake and one dragon sites.

Escape is a short-event allowing any non-wounded character to be wounded to cancel any attack.

Safe From the Shadow, played by Elrond Half-Elven, will allow you store items and events during the end-of-turn phase. If you can manage to survive or remain untapped during the movement phase, then you can be successful in the site phase.

The Dwarves Are Upon You and the ritual Dawn Take You All are for CvCC. Both of these played together can yield +4 prowess against strikes on trolls. **Dawn Take You All** cannot be played in the Underdeeps or at a surface site. Play this event for combat late in the second deck to slow Ardagor. Will Whitfoot is able to play ritual events as if a Sage.

Glamour of Surpassing Excellence is for removing hazards on characters. It must be played at a free-hold or border-hold. Each hazard permanent event is targeted for removal. You can move to the Shire for the site.

Move to Ruins of Nogrod and play **Rebuild the Town** and set a trap using Dwarven Cunning. Now, you can move to that site to use this hazard. Other players have a hard time reaching the site. This site is adjacent to the Under-Caves. Use Bob Ally to visit and leave the site. As a Border-hold you can now use Glamour of Surpassing Excellence in the Deeps!

Dwarven Cunning is a short-event that a Dwarf taps to cancel a Trap attack or discard a Concealed Entrance on a site. Else use as a permanent-event to create a Trap at a site. First tap a dwarf, then face the site's attacks again. Now the site has a Traps three strikes with 9 prowess attack and stays in play until the attack is faced. Use this event first to cancel the attack on an Under-deeps site.

Movement in the Under-deeps will be perilous. You expect to stay in them for many turns. Your items will provide bonus to movement. Healing will be done with healing herbs. **Fungi** is the resource to move twice. The beauty of this item is that it can be played at a tapped Lordhaven in the under-deeps. Let Bombur feast on it.

Origin of Stone will give another bonus to movement. Thus you do not expect to fail any movement roll in the under-deeps if you have your resources in play.

~~—**Tunnels Traversed** is a permanent event allowing a Scout or Ranger to tap allowing using a discard pile under-deeps site for the movement phase. This can allow a surprise CvCC to Ardagor, Felagrog, or Durlach.~~

Movement can also be made using **Orc-mail**. Son of Fundin fetches this resource event. This prevents overt minions from attacking the company. Play this resource on the Emissaries. This event can be discarded at the site of the opponent's site phase if a roll modified by the minion count in the company exceeds 12.

Viewing of your playdeck and recycling cards is vital for this player. **Pipe** will fetch one of a few resources including **Smoke Rings**.

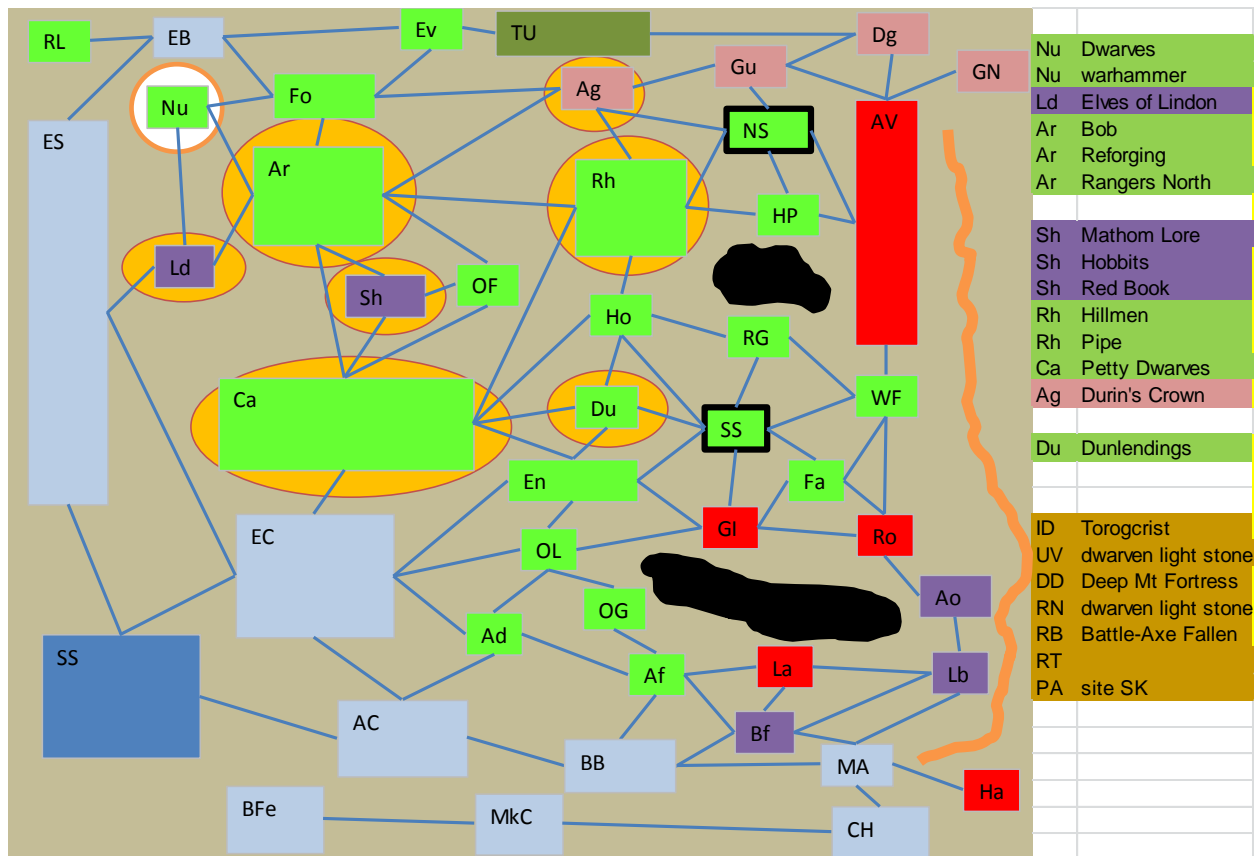
Late in the second deck use this strategy twice to surprise minions in the Underdeeps. Move to Drowning Deeps to receive minor items from Bombur. Bombur will receive items from the

Strings, and then move to the Drowning Deeps. How Bombur can fit in the hole up to the Lordhaven is beyond me. Lord Balin will then move to the Under-Vaults. From there use two Fungi to reach one of several sites: Cobalt-Deeps, Rusted-Deeps, Gem-Deeps or Under-Gates.

Pity Mixed with Horror is there to keep characters untapped. The card can be a hazard for the same effect, which speeds card flow. Dwarves like rings.

AGENTS

Here is a Snake is to cancel agent actions against you or to reveal agents in Eriador. Play this event every time when drawn. Try to affect an agent most of the instances. Else during the movement/hazard phase you will see any hazards in opponent's hand. These are the only hazards that can be played for the remainder of that phase.



This player is in the desolate, but popular territory of Eriador. Cirdan, Gandalf, Elrond, and Theoden will use sites here. Honor is first given to Gandalf. Most shared sites have no attacks. Grey Havens will be used by Elrond. Balin has many sites to visit in the Under-deeps.

Númeriador	F	Blue Mountain Dwarf-hold	cirdan, thorin, balin	.	
Númeriador	R	Andoloki	balin	Drake	
Arthedain	B	Bree	Balin	.	
Arthedain	R	Dead Man's Dike	Balin	Undead	
Arthedain	R	Weathertop	Balin	Wolves	
The Shire	F	Aden Scarlet's Medical Library	balin	Hobbits	
The Shire	F	Tuckburrow	Balin	Hobbits	
Angmar	L	Zarak Dûm	balin	Dragon	
Underdeeps	R	The Drowning-Deeps	Balin	Drake	
Underdeeps	R	Ruins of Belegost	Balin	Rock Fall	
Underdeeps	R	Ruins of Nogrod	Balin	Traps	
Underdeeps	R	Remains of Thangorodrim	Balin	Drake	
Underdeeps	S	Pits of Angband	Balin	Drake	
Underdeeps	S	The Under-forges	Balin	Orcs	
Underdeeps	R	The Under-vaults	Balin	Undead	
Underdeeps	D	The Iron-deeps	Balin	Trolls	
Underdeeps	S	The Under-caves	Balin	Trolls	

SITES

All of your sites are either in Eriador or beneath it. Blue Mountain Dwarf-hold is your only native Lordhaven. About three Borderholds need to be visited and seven more sites are on the map for this player for 10 surface sites. Double Wilderness will be involved in eight of the movements from the Lordhaven. Only one movement from the haven is four regions. Five sites have no attacks. Spawn(1), Dragon (1), Drake (4), Troll (2), Orcs (1), Wolves (1), Undead(2), Hobbits(2), Traps(1), Rock Fall (1). One site is shared. Now, the Dragon site is for an item with a dead wrym. One site has a hoard, one is a port, and two are Ancient-dwarf ruins. Four regions will be visited.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	3	1	8	1	3	1	17

Three free-holds will be visited. Play Pipe at Tuckborough. The site allows a Hobbit to tap to fetch this resource from the discard pile then played at that site.

Border-hold Amon Lind has Essay on Ringcraft, which is a Four Wilderness move. Play Bob at Bree.

Four sites are Ruins or Lairs on the surface. Dead Man's Dike has your greater palantir and your harshest attack of Undead 3 strikes with 9 prowess. When I Know Anything Light Enchantment is found at Weathertop with Wolves. Durin's Crown will be played at Zarak Dum or Canadras when its occupant is slain by Gandalf using Sacrifice of Form. Ettenmoors is a single strike Troll attack where Troll-shaws is learned.

Some of your items must be played in the Underdeeps. Ten such sites are on the map.

The Dwarven Light-stone can be played at the ruins below your Lordhaven. Ruins of Belegost has an easier AA of Rock Fall, but Ruins of Nogrod has Traps. Born From the Mountain will cancel that Rock Fall attack. Play Battle-Axe of the Fallen at Nogrod and a Light-stone at Belegost. Drowning Deeps will become a Lordhaven after facing the two strike with 11 prowess Drake attack. Use a minor item to first tap that site.

Remains of Thangorodrim is visited on the way to Pits of Angband. That Ruins has a Drake attack and greater items and Information (Reforging). Pits of Angband is tapped by Angirst for Stolen Knowledge. Play War Mattock at Under-Forges with its Orc attack. Move eastward to Ancient Maze to play the other Dwarven Light-stone. It has a nasty Spawn 2 strike with 11 prowess attack. Need to tap a Sage or Avatar to leave that site. You can surface in Narthalf if you must and move four regions to Forochel.

Under Eriador Torogcrist will be played at Iron-Deeps. Its first attack is Trolls of three strikes with 9 prowess. Next door is Under-Vaults. There is a chamber of three Undead of 8 prowess guarding crypts. Under-Caves has Greater battle-gear items. Use Vaults and Caves for minor items and surprised CvCC allowing an easy exit to safer spaces.

FACTION WAR

Lord Balin has no factions. But he has one resource.

HEROS

You are in the Eriador Division. Elrond will not interact with you. You may see Círdan on the coasts and Gandalf frequently in the Shire. Balin duties are to guard Númeriador, Forochel, Arthedain, Shire, Old Forest, and Cardolan from evils. You need to move under the Misty Mountains attacking Ardagor if he is there else bother Felagrog's minions as a diversion.

Expect to initiate combat after Torogcrist is played. ~~Note that you will play the hazard Weary of War. Do not play the hazard during the Third Deck bothering Gandalf, Cirdan the Shipwright, and Elrond Half-elven.~~

MARSHALLING POINTS

- C=5 Character MP will be from Gloin, and three 3-mind dwarf.
- I=12 Clad of War is essential for you. It will grant 11 more MP from your six battle-gear items. You have one helmet, one shield, and three weapons. Two Dwarven Light-stone, Durin's Crown, Battle-Axe, and War Mattock will give these points.
- F=4 Expect two factions to remain in play after all the battles.
- A=1 Bob is the only ally.
- M=3 Reforging and a stage resource gives these points.
- K=6 Do try to kill creatures. Gathering large creature kills early will benefit your Friends within the Division.

GAME POINTS

Tunnels Traversed

1st PD

The starting company will play as many items and factions as possible. Expect two or three dwarves to be cooked by trolls including Pathfinder and Advisor. Get three factions and War Mattock in play. When your main dwarves are played along with the Hobbit ally get ready to visit the Underdeeps. Also get Balin and all of his resources played on him too. Have one or both Dwarven Miner's in play too. Play Dwarven Lightstone then play Deep Mountain Fortress at Drowning Deeps. Play multiple Fungi at that site. Expect this to happen near the end of the deck.

Your goal is to play three factions, three minor items, an ally and a major item in the first 10 turns. Play Durin's Crown instead of a faction if that opportunity arises. Play Deep Mountain Fortress no later than Turn 10. Get several cards in hand including: Dwarven light-stone, Fungi, and Not at Home before the first exhaust.

Play three LBL, tap the avatar 4x to shuffle cards, and two more times to place 10 cards in the discard pile.

An Unexpected Outpost will shuffle His Fury Betrayed Him x3.

First Exhaust

Place the following resources/characters in the sideboard: Orc-Mail, 4 non-unique dwarf characters. These will be put into the discard during the Second Deck.

Hazards to exchange are those that can bother any Minion: Pit Trap, Heedless Revelry, Burdersome Commands, Lure of Conquest, Weary of War.

2nd PD

Get Pits of Angband tapped and store the site. Keep Balin in the Underdeeps. Use Fungi and move from Under-Vaults to play the second Dwarven Light-stone. Play Torogcrist at Iron-Deeps or Sulfur-Deeps. The surface company will continue to play factions and minor items. Once the site is stored, each company needs about five successful site phases. This is doable for the last ten turns. Balin can surface under Gundabad to reach Blue Mountains in one turn or at The Wind

Throne to reach Iron Hills in one turn. It should be simple for Balin to surface from the Rusted-Deeps.

Play Durin's Crown on Gloin. Move between The Shire and the Lordhaven to heal the dwarves and hobbits. Play Mathom Lore. Use Mathom Lore to get minor items to hand.

From the sideboard tap the avatar to place a faction, two MERN events, Orc-Mail, and one character.

An Unexpected Outpost will shuffle Times Are Evil x3. That hazard will cause trouble, but not much for your Division.

Second Exhaust

Place the following resources/characters in the sideboard: Orc-Mail, 3 non-unique dwarf characters. These will be put into the discard during the Third Deck.

Hazards to exchange are those to trouble the Eriador Division: Dawn Comes Early x3, The Sun Shone Fiercely.

3rd PD

The tactics for this player in the third deck is to follow Ardagor wherever he roams. Stay in the Under-deeps to harass Felagrog's trolls that will sack Lord Thrain. Have Gloin heal warring factions and play the rest of the factions. Play Battle-Axe of the Fallen at Ruins of Nogrod.

From the sideboard tap the avatar to place Orc-Mail, and characters.

Use An Unexpected Outpost to shuffle Dawn Comes Early to wound trolls.

PLAYDECK MANAGEMENT

Pipe will thicken the playdeck, but do not abuse the item. Various resource types are in the sideboard. Therefore, a discrete method to access the sideboard is needed. Under-deeps movement support is found in the sideboard. Expect to visit Pits of Angband when the first deck exhausts.

Tap the avatar twice to put 10 cards in the discard pile. Tap the avatar to shuffle Value Food and Cheer. Wait near the end of the first deck to tap or use Smoke Rings to shuffle Fungi x2 and Deep Mountain Fortress.

The first Longbottom Leaf shuffles itself and a Dwarven Light-stone. Hope this does not happen until Reforging is stored allowing Bahadur to play the item. A second LBL shuffles Fungi. Hope again this happens near the end of the first deck. The last LBL will be sent to the discard pile.

The second deck has the avatar tapping to put Dulendings, Endurance of Stone and Axes of the Dwarves into the discard pile. Also include Orc-mail and a character. Orc-Mail will be highly useful during the second deck since Lord Balin will be in the Under-deeps.

If Lord Balin has Pipe when a deck exhausts, then consider putting a Smoke Rings into the sideboard for quick fetching soon afterwards.

PLAYDECK MANAGEMENT

1	Durin's Crown	Leaf-3		
1	Torogrist		dp111	
1	Battle-axe of the Fallen		dp112	
2	Dwarven light-stone	Leaf-1, Leaf-3		
3	Fungi	Leaf2, 2avatar, 4avatar		
1	Dunlendings			dp211
1	Deep Mountain Fortress	3avatar		
1	Ancient Stair	Leaf-2		
2	Withdrawn to Mordor		dp114, dp115	
2	Dawn Take You All		dp121, dp122	
1	Orc-mail*		dp113	
1	Mathom Lore		dp123	
1	Value Food and Cheer	1avatar		
2	Longbottom Leaf*	Leaf-1	dp124	
1	The Doom of Choice		dp125	
1	Endurance of Stone			dp212
1	Axes of the Dwarves			dp213
1	No Mouse Unnoticed			dp214
1	Gatherer of Loyalties			dp311
1	Clad for War			dp312
26 resources				
E1	Orc-Mail			
E1	4 nU characters			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	4	+4	3	+3		
SB to DP	10	+2	6	+2		
Smoke	-	-	-	-		
Leaf	6	-	-	x		
avatar card	-	-3	-	-3		

HAZARD

The overall hazard strategy is to weaken characters by wounding with creatures and events. Creatures have many strikes, and the events have a mix of playability. Some hazard long-events will hurt the White Players, but the affect is minimal.

Creatures

The trolls of Ardagor will be mostly in dank places of the world. Men and Dwarves will attack those in Border-Lands. Border-lands and Wilderness are the most targeted. Ruins are untouched, but there are events that maligned them. Each region type is accessible except for Free-Domains and Deserts. Only one hazard event in this deck affects creatures.

Creatures were chosen to use Left Behind. Twelve creatures have 5 strikes and another 3 can have up to five. Pierced by Many Wounds will make things worse modifying one strike to a minimum of 11 prowess hoping to wound the target.

CREATURES-21

You have 21 creatures in the deck. This is a men and undead theme. You want to slow Ardagor's trolls and Felagrog's minions.

Durin's Folk has five strikes at a good prowess of eight. It is commonly played to Borderlands and Wilderness. This creature should be useful in tapping many minions early in the game. It can be keyed to The Shire. The Naugrim is the only event to affect this creature giving it 9 prowess and 5 body. CTWF+Ng-DON = 7s11p5b

Border Watch will guard free and border-holds. This creature will tap minions of low prowess with its 5 strikes at 7 prowess.

Dunlending Raiders target specific regions for protection to your companies against Ardagor's minions. Dunlending Raiders has 5 prowess and 8 prowess that might be weak against trolls, but enough strikes will target a low prowess character and he may be wounded. Use Left Behind to play Rain-Drake afterwards on the unlucky target.

Watcher in the Water will punish minions with low prowess. It is an Animal with 8 prowess, but everyone gets a strike. Surprise those moving to Moria or in Coastal Sea with the many-armed terror. It is also keyed to Double Wilderness.

Rain-drake is the only creature keyed to a Ruins, but the site must have two Wilderness in its site path else you need Triple Wilderness. Its single strike at 15 prowess will tap any target and likely wound. Hope to play this Drake using Left Behind to eat the lone victim.

Hermit Troll needs Triple Wilderness or Double Desert. It has 12 prowess and 5 body, but only one strike. It can be revealed on-guard at a Ruins & Lairs with at least two Wildernesses or one Desert in its site path or is in a mountain region.

Wandering Troll is played at an Under-deeps site or against a company using Under-deeps movement. This one strike, 14 prowess, 5 body creature has -2 prowess if not played at and Under-deeps site. The attack can be cancelled depending on the food items in the company not discarded before strikes are assigned.

Ghouls are for Shadow-Lands. It is similar to Dunlending Raiders but for Mordor. It has 7 prowess for each of the 5 strikes. Use this creature to as a detainment attack of those moving away from a Darkhaven. Undead hazards can give this creature up to 10 strikes and 8 prowess.

Creature Playability

3	FH:		Border-watch		
3	BH:		Border-watch		
-	RL:				
3	SH:			Ghouls	
3	DH:			Ghouls	
1	UD:	Wandering			

-	FD:		Border-watch		
3	BL:	Durin	Border-watch		
3	W	Durin			
3	WW			Watcher	
4	WWW			Rain-drake	Hermit Troll
3	SL		Ghouls		
3	SLSL			Ibun	
3	DD		Ghouls		
3	CS			Watcher	
2	TT				Hermit Troll

3	Enedhwaith			Dunlending Raiders	
3	Cardolan			Dunlending Raiders	
3	Hollin			Dunlending Raiders	
3	Rhudaer			Dunlending Raiders	
3	Dunland			Dunlending Raiders	
3	Shire	Durin			

Hazard EVENTS-33

The hazards have a mixture of character burdening, influencing, killing, and automatic-attack. Many hazards are to enhance the creatures for killing characters. As a result some hazards have a low chance of playability requiring a support creature card.

Base cards-0

Corruption/Tap/Influence-10

Fealty Under Trial is a pseudo-roadblock card that will tap a minion. The hazard stores his items and events if he is at a Darkhaven. A roll is made modified by the items' MPs and corruption points. A result greater than 15 discards the character. If the character is not discarded, then he is likely to stay at the Darkhaven a turn to unstore his item. This hazard can store Stolen Knowledge events including That Ain't No Secret that are used for special purpose such as using magic.

You've Put Your Finger In It is another hazard played on a non-wizard ringbearer. The hazard limit for target's company increases by one for each ring in the company. A Ranger can tap to remove this hazard during the ORG phase. This too is in the sideboard.

Traitor is a permanent-event that can deal a blow where the evil men cannot reach. Yet, this hazard is available to all hurt in the Group. A corrupted character attacks one in his own company with +10 to his prowess. Any resulting body check is modified by +1.

Burdensome Commands lowers the stats for the target, which will make him tap to discard. His mind is reduced by two, prowess by one, and direct influence by one on a character that has a mustering card in play. The hazard is discarded when affected by healing. Try to play it on a minion that must have a high mind including those with spawn allies. The target might be allowed to become wounded just to discard this card. This card is expected to bother the Eriadorian minion players during the Warlord Phase and maybe against the players faced immediately before that time.

Times are Evil modifies offering and influence attempts by -3. It is a Long-event bothering both alignments. The hazard will hurt you the least since few factions are in your Division. Any failure of a minion faction being played is similar to killing that faction. Recycle this hazard during the Warlord Phase.

Heedless Revelry targets a squatting company. All those in the company that rolls higher than his mind must tap. It can also be played on-guard. Likely this will be played on a company meant to stay at a haven. This event can slow a company staying a Darkhaven to play a faction that turn.

~~Lure of Conquest is a corruption hazard targeting an avatar with a mustering card. Then, the avatar receives 1 CP for each faction he has in play not in its home region. Ardagor should have up to five such factions. Dark Dwarf can have four. A check is made whenever an opposing faction is eliminated (or killed by the host player). It is possible to remove this hazard on its own if a host's faction is wounded or eliminated. A Few Recruits will trigger this clause.~~

Theme: Attacks - 12

Naugrim will boost your dwarf creatures for multiple use. Each dwarf attack gains +1 prowess and +1 body or 5 body. Now, Durin's Folk has 5 strikes at 9 prowess and 5 body. One of those body checks will fail. Ibum will have 8 body.

Pierced by Many Wounds will lower the prowess of a character facing the first extra strike by -4 instead of -1. This hazard does not count against the hazard limit. There are 12 creatures with 5 strikes. Gandalf has hazard events to add strikes to the Dwarf creature. Minion players may have hazards to enhance the Undead creature. Expect to wound with this hazard.

Left Behind is not a true prisoner event, but it may send a character on a separate movement with a hazard limit of one. The event is played on a character facing a strike with more than four strikes. You have plenty of creatures with more than 5 strikes. Watcher in the Water may have five strikes. The extra movement allows you to play one more hazard.

His Fury Betrays Him buries a non-avatar warrior taking a strike from a non-detainment attack to face all of the strikes and each excess strike reduces the body of the warrior by one. This hazard will be coupled with the Men and Dwarf creatures. At the minimum one of these creatures has 1 strike with 11 prowess with a -4 to his body check.

The Sun Shone Fiercely is an Environment Long-event. Orcs, Trolls, Dwarves, and Ringwraiths suffer -1 prowess if not at nor moving to or from an under-deeps site. Doors of Night not in play changes the modification to -2. Your dwarves will be affected, but when this hazard is played during the Warlord Phase you are likely to be in the under-deeps. The modification to Ringwraiths is the main goal of this hazard.

Secondary Theme: Attacks - 4

These hazards cause checks by the enemy in one fashion or another. Dawn Comes Early target trolls on the surface to make a body check. It is an Environment needing Doors of Night to not be in play. The body check is modified by +1 if Gates of Morning is in play and -1 if the troll is wounded, an olog, or a half-troll. This should cause trouble with Ardagor's trolls.

~~Tharbad Thieves may cause havoc for those in Cardolan or adjacent regions. A successful strike steals an item to Tharbad itself.~~

Flooded the Surface is a permanent-event bringing the under-deeps into the light. The event is played on a site allowing the hazard player to replace one of the site's automatic-attacks with one from an adjacent site. Additionally, if the Reach of Ulmo is played, then any animal or drake creature keyable to Coastal Sea may be played at the site. Watcher in the Water and Rain-drake, count among this short list.

Doubled Vigilance is played on a Shadow-hold. A roll is made either nothing happens or the company faces a nasty attack of Orcs-4 strikes with 9 prowess.

Tertiary Theme: AA-4

Friends in the Eriador Division will boost AA at the Safe Holds. You will boost the AA at Ruins with Incite Denizens. It is a short-event. Some Ruins in Eriador will not matter, but you can visit a site with Undead for safety if moving four Wilderness is too dangerous.

Nothing to Eat or Drink is playable on a minion company at or moving to a safe-hold. Such a company has all minions with -1 modifiers to prowess and body. This will make minions more vulnerable to either to become wounded if low prowess (needing a 7 roll instead of a six is grievous) or an overt minion getting discarded. A visit to the Darkhaven discards this card, which may cause target company to avoid CvCC to discard the hazard.

Cycle-3

An Unexpected Outpost will recycle the most useful hazard events.

MOVE.1-Court

Taurclax, -j-j-j-j,sh

HL3, Balin keys Ghouls to sh, Undead.5s7p,det.

HL2, Pierced by Many Wounds played.

Silion plays Hounds of Sauron, cc-4, 4croll-4.event=0, taps. Undead.1s7p

Taurclax, 3p-3x+8sroll=8

HL2, Balin keys Ghouls to sh, Undead.5s7p,det.

Taurclax, 3p-3x-2e+8sroll=6,taps

Sarkarxë, 2p-3x+2.card(jungles)+8sroll=9

Silion, 2p-1t, sroll; already tapped

HL1,Balin keys Hermit Troll to WWW, troll.1s12p5b

Sarkarxë, 2p+2.card(jungles)+8sroll=10, ineff.

Gorthaur, -cs-sl-j ,sh

HL2, Balin keys Watcher in the Water to CS. Animal.all.8p

Gorthaur, 3p+1wp+12sroll=16

Vallin, 3p+7sroll=10, defeated. plays Blow Turned.

TURN 01,vs Court2

MOVE

Linsul, -,sh

HL3, Gandalf uses Halfling Strength as OG.

HL2, Balin plays Naugrim

Valandor, -CS-W,sh

HL2, Gandalf,-x

HL1, Balin keys Durin's Folk to W, dwarves.5s8p, Naugrim+CTWF=5s11p5b

Palandor plays Driven As By a Madness, croll=auto.

Palandor, 1p-1t+2.res-1x+9sroll=10, wounded, bc.5 alive

Valandor, 4p+2.res-2x+6sroll=10, wounded, bc.7. killed.

TURN 01, @ Blue MDH, U

U	Bahadur	4	1	3	8	stiffbear	W			Sa		0		
U	Gloin	5	2	5	8	longbear	W				D	1	Trusted Counsellor	Cap of Harden Steel
U	King's Judge	3	1	3	7	dwarf	W				D	1	miner's pick	
U	Pathfinder	3	0	2	7	dwarf	W		R			1	miruvor	
U	Attack-Lord	5	1	5	7	dwarf	W					0		

Balin-avatar		Kemenloke		
Crown of Flowers		Left Behind		
dwarven light-stone		0		
Here is a Snake!		0		
0		0		
Turn: 1	Hand: 9	MP: 7	SP: 4	PD: 78
Court	Court2	Indur	Malezar	ARDAGO

Safe From the Shadow

, Master of the House, Naugrim, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home
 , Bane of the North, Thorkmaw at Home, Mordor in Ruins, All Dead All Rotten
 , Chill Them with Fear

ORG

Avatar Balin played at home site. Avatar taps to send to DP: Orc-mail, Torogcrist, Battle-Axe of the Fallen, You've Come Back Change, Dawn Take You All. Balin and Bahadur stay. Others move to Mount Gram to reach Under-Vaults next turn. Elrond has elves there.

MOVE

Balin, -,haven

HL2, Court plays Worn and Famished

HL1, Court uses OG Carrion Feeders

Gloin, -w-w-sl,sh Nu.Ar.Ag

HL4, Court plays Weariness of the Heart on Pathfinder for -1 prowess

HL3, Court plays Shifting paths, 2W, 1R; send them to Barad Lughilsarik.

Malezar can play Vampire

HL1, Court2 has Shifting Paths in hand too! Cave-drake too, but Pathfinder can cancel.

Sends company to Deep Cleft with Bolg, Lugdash, Veteran.

Plays Here is a Snake! On the agent Dark Dwarf played; SSF now at Umbar.

Born under the Mountains played.

SITE

END

Dwarf of All Trades played on Lord Balin

Dwarf of All Trades taps to fetch from PD Marvels Told

Bahadur taps to play Marvels Told, Thorkmaw at Home, -2.res+8scroll=6

Son of Fundin tapped to fetch from DP: Orc-mail; event played on Gloin's company.

Very busy. Next in Division: Gandalf; next in game: Galadriel.

Turn02, vs Indur

MOVE

Indur, -,Darkhaven

HL2, Balin plays An Unexpected Outpost shuffles Times Are Evil

HL1, Balin uses OG Left Behind.

Hargrog, -bl-j-bl,rl

HL3, Balin-x

Sakalure, -cs-sl,Darkhaven

Plays Tokens to Show

HL3, Balin-x

HL2, Elrond-x

TURN02, vs. Court1

MOVE

Gorthaur, -j-j-cs-cs,sh; Should avoid Taaliraan and Falathrim creature.

HL5, Elrond keys Neeker-breekers to W/Jungles; animals.each.7p

Taurclax, 5m-3x+6scroll=8

Sarkarxë, 2m-3x+7scroll=6,taps

Silion, 4m-3x+7scroll=8

Gorthaur, 6m-3x+6scroll=9

Vallin, 3m-3x+8scroll=8

HL3, Balin-x

HL2, Cirdan keys Chill Douser to sh. Undead. 4s9p,det

Silion, 2m-3x+3scroll=2,taps

Silion, already taps. scroll

Taurclax, 3m-3x+5scroll=5.taps

Taurclax, already taps. Scroll

HL1, none

TURN02

Moves with Bolg to Mount Gundabad using Orc-Mail. Start of their site phase.

12roll+4minions = 16,discard event.

@ Blue MDH, U

T	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa		2	Crimson Hood	Son of Fur	Dwarf of All Trades
T	Bahadur	4	1	3	8	stiffbear	W			Sa		0			

@ Deep Cleft, U

U	Glóin	5	3	5	8	longbear	W					D	1	Trusted Counsellor	Cap of Harden Steel
U	King's Judge	3	1	3	7	dwarf	W					D	1	miner's pick	
U	Attack-Lord	5	1	5	7	dwarf	W						0		
U	Pathfinder	3	0	2	7	dwarf	W			R			1	miruvor	

Cloudless Day	Not At Home			
Crown of Flowers	Palantír of Amon Sûl(H)			
dwarven light-stone	The Dwarves Are upon You!			
Gates of Morning	You've Put Your Finger In It			
0	0			
Turn: 2	Hand: 9	MP: 7	PD: 65	SP: 7
Indur	Court	Court2	Malezar	ARDAGO

, Naugrim, Wardens of the Woodland Realm, Lord of the Woods, Merkampa at Home
 , Scorba at Home, Mordor in Ruins, Rank Upon Rank, All Dead All Rotten, Lure of the Rings
 , Awaken Defenders
 , Worn and Famished

UNTAP

ORG

Avatar taps to dump to discard pile: His Beard Long and Forked, Pity Mixed with Horror x3,
 Free to Choose. Gates of Morning played. Balin+ stay. Gloin+ move to Dead Man's Dike.

LONG Cloudless Day played

MOVE

Balin, -,haven

HL2, Indur plays on Bahadur Thrice Told Tales. No Dwarf of All Trades to grab Marvels Told.

HL1, Indur plays An Unexpected Outpost shuffles Call of Home

Gloin, -dd-sl-w,rl

HL4, Indur-x

HL3, Court plays Inner Cunning to fetch Curubor.

HL1, Court2 Twilight Gates of Morning.

HL1, Court2 plays An Unexpected Outpost shuffles Silent Watcher

Crown of Flowers played.

All Dead All Rotten rolls: croll, croll, croll, croll; No dwarf with 2+ CP, all auto.

SITE

Dead Man's Dike; (1)Undead---3s9p, each character wounded must make a corruption check.

Not At Home played on Crown of Flowers to reduce to one strike.

Pathfinder, Judge tap to support Gloin, 5p+2.sup+6sroll=13

Attack-Lord taps to play Palantír of Amon Sûl(H)

END

Son of Fundin tapped to fetch from DP: Orc-mail; event played on Gloin's company.

TURN 03, vs. Malezar

MOVE

Malezar, sh

HL3, Balin uses OG You've Put Your Finger In It

HL2, Gandalf-x

HL1, Cirdan-x

Uthmag, -w-j, ruins Overt. {avoid free-domain Mieredor}

HL3, Balin plays OG Incite Denizens on site.

HL2, Balin plays An Unexpected Outpost to shuffle Times Are Evil.

Balin has two Border-Watch in hand

Gandalf has Chance of Being Lost in hand.

WATTAN shuffles Voices of Malice.

TURN 03, vs. Court1

MOVE

Gorthaur, sh

HL2, Cirdan-x

HL1, Balin-x

HL1. Thg-x

TURN03 {Ardagor is at Telpemar}

@ Blue MDH,U

T	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades
U	Bahadur	4	1	3	8	stiffbear	W			Sa	0	Thrice Told Tales		

@ Dead Man's Dike, T

T	Gloin	3	3	5	8	longbear	W				D	1	Trusted Counsellor	Cap of Harden Steel
T	King's Judge	3	1	3	7	dwarf	W				D	1	miner's pick	
T	Attack-Lord	5	1	5	7	dwarf	W					3	Palantir of Amon Sûl(H)	
T	Pathfinder	3	0	2	7	dwarf	W		R			1	miruvor	
													Orc-mail	

Balin-avatar	Glamour of Surpassing Excellence				Amulet of Suculac
Durin's Folk	The Border-watch				Malezar
dwarven light-stone	The Border-watch				Slayer
Escape	The Dwarves Are upon You!				Swag
0	0				Vampire
0	0				0
Turn: 3	Hand: 8	MP: 8	PD: 57	SP: 7	Watchers at the Gate
Malezar	Court	Indur	Court2	ARDAGO	Voices of Malice
					0

Much-trodden Paths Safe From the Shadow Gates of Morning

Cloudless Day

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, All Dead All Rotten, Lure of the Rings

UNTAP

ORG

Avatar taps to shuffle Fungi from SB to PD. Avatar card untaps Lord Balin.

Dwarf of All Trades tapped to view 3 random cards: [Watchers at the Gate, Slayer, Voices of Malice].

Balin+ stay.

Gloin+ move to Blue MDH.

LONG Balin.Cloudless Day discarded.

MOVE

Balin, -,haven

HL2, Malezar uses OG Watchers at the Gate

HL1, Court plays Full of Froth and Rage

Gloin, -w-w,haven

HL4, Malezar-x

HL3, Court-x

HL2, Indur-x

HL1, Court2 plays Shifting Paths, 2W vs. 1R. to Lossadan Cairn

Much-trodden Paths.Thorongil discarded to prevent this new site.

Here is a Snake! Played on Malezar's only agent; face-down Ulrith at Kadar an-Khâradun is tapped and revealed.

All Dead All Rotten CC. croll,croll,croll. Pathfinder,Gloin support Lord's CC, croll=auto.

SITE

END

Son of Fundin tapped to fetch King's Advisor from DP.

AttackLord stores palantir, Balin, Bahadur support, -3.item+2.sup=croll auto

TURN 04 vs. Malezar

MOVE

Malezar, -,sh Kondu Manara

HL3, Elrond uses OG Orcrist

HL2, Balin-x; has Ghouls in hand

HL1, Gandalf plays An Unexpected Outpost to shuffle Something Else at Work

Uthmag, -j, RL; Watch at Unulló

HL3, Elrond keys Neekerbreakers to J; animals.vermin.each.7p; FFR=9p

Uthmag, 6m-1t+9sroll=14,tapped

Ulfacs, 2m-3x+7sroll=6,taps

Ulaca, 4m-3x+8sroll=9,ineff

HL2, Elrond keys Neekerbreakers to J; animals.vermin.each.7p; FFR=9p

Uthmag, 6m-1t+6sroll=11,tapped

Ulfacs, 2m-1t+12sroll=13,tapped

Ulaca, 4m-3x+7sroll=8,taps

All Dead All Rotten corruption checks; all are tapped. Croll, croll, croll

TURN 04 vs. Indur

MOVE

Sakalure, -bl-j-j,bl Sarul

HL3, Cirdan-x {only hazard is Marsh-drake}

HL2, Gandalf-x {no hazards at all}

HL1, Balin keys The Border-watch to BL, men.5s7p

Sakalure plays Calm-Song. -2.item-3.res+8.croll=3,pass. {risky}

Sakalure, 3p-3x+5sroll=5,taps

Krinda, 2p-3x+7sroll=6,taps

Horseman, 3p-3x-2e+10sroll=8

TURN 04 vs. Court2

MOVE

Mornaur, -sh Naurindol
HL2, Balin uses OG Advisor
HL1, Elrond-x
HL1, Thg-x

Valnaur, -j-bl-w-w,sh Naurindol
HL3, Balin keys The Border-watch to BL, Men.5s7p
Valnaur, $4p-2e+5sroll=7$
Linsul, $2p+9sroll=11$
Vallome, $3p-2w+4sroll=5$, success. $11broll+1w=12$, death.
Aradan Card Deck to Valnaur.
HL2, Balin keys Durin's Folk to BL. Men.5s7p
Valnaur, $4p-1t+10sroll=13$
Linsul, $2p-1t-3e+4sroll=2$, success. $6broll+1.\delta=7$, wounded.
HL1, Balin uses An Unexpected Party to shuffle Times Are Evil.

TURN04-4.1 {Ardagor at Creb Durga; Under_Caves}
 @ Blue Mountains.dwarf, U

T	Balin-avatar	7	10	5	9	longbear	W	Sc	Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades
T	Bahadur	4	1	3	8	stiffbear	W		Sa	0	Thrice Told Tales		
T	Glóin	3	5	5	8	longbear	W		D	1	Trusted Counsellor	Cap of Harden Steel	
U	King's Judge	3	1	3	7	dwarf	W		D	1	miner's pick		
U	Attack-Lord	5	3	5	7	dwarf	W			0			
T	Pathfinder	3	0	2	7	dwarf	W	R		1	miruvor		

dwarven light-stone		Glamour of Surpassing Excellence			Avari
Escape		The Dwarves Are upon You!			Khelnôr
Essay of Ringcraft		Wandering Troll			Laurelindorenan
Ghouls		Watcher in the Water			0
0		0			Gloom
0		0			Ardûval
Turn: 4	Hand: 8	MP: 8	PD: 52	SP: 7	Cave-drake
Court2	Malezar	Indur	Court	ARDAGO	0
					Old Man Willow

Safe From the Shadow Gates of Morning

Star of High Hope Lapse of Will

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home

, Mordor in Ruins, Full of Froth and Rage

, Awaken Defenders

UNTAP

ORG

Dwarf of All Trades tapped to view 3 random cards: [Avari, Khelnor, Gloom].

Balin(Bahadur) stay.

Gloin(Judge),AttackLord(Pathfinder) move to Michel Delving en route to Amon Lind.

Orc-Mail discarded.

MOVE

Gloin, -w-w-fd,fh Michel Delving

HL4, Court2 keys Cave-drake to WW. Drake.2s10p,attacker

Pathfinder taps to cancel this drake attack keyed to W.

HL3, Court2 plays Gloom on Gloin for -1 prowess

HL2, Court2 keys Old Man Willow to WW. Plant.1s13p

Escape played on Judge to cancel attack.

HL1, Court2 uses OG Laureindorenan

Balin, -,haven Blue Mountains

HL2, Court2-x

HL1, Malezar-x

HL1, Smg-x

SITE**END**

Son of Fundin taps to grab King's Advisor from DP.

TURN05 vs Throkmau

MOVE

Talmog, -sl,sh. Kala Dulakurth

HL3, Balin keys Ghouls to sh. Undead.5w7,normal at site.

Take no chance. Wait, no ranger for event CAC. Shaman plays Bold Thrust.

Talmog, 7p+1.stare-3x+6sroll=11,defeat

Shaman, 3p-1t-2e+3.res+7sroll=10,defeat

Pride: Shaman makes cc, -1.item-1.corlagon(rune)+croll=auto

Claw, 5p+7sroll=12,defeat. Killed creature. Trophy to Talmog

WATTAN shuffles Bold Thrust.

HL1, Cirdan keys Marsh-drake to SL. Drake.2s11p

Talmog, 7p+1.stare+4sroll=12,defeat

Shaman, 3p-1t+5sroll=7, success. 7broll=wounded.

Dakalmog,-,sh. Deep Cleft flying

HL2, Balin uses OG Glamour of Surpassing Excellence

HL1, Cirdan-x

HL1, Thg-x

Throkmau, -ww-sl,haven. Shab Arch

HL3, Balin plays Times are Evil

HL1, Cirdan-x

Thg has Wings Under Trees in hand.

TURN05 vs Lomaw

MOVE

Lomaw, -,haven. Collarmount.

HL3, Gandalf uses OG Halfling Strength

HL2, Balin-x Watcher in the Water in hand.

HL1, Cirdan-x

HL1, Thg-x

Durlog, -w-w(bl)-ww-ww,RL. Celeb-Ost.

HL3, Gandalf plays The Watchful Peace

HL1, Balin-x

TURN05 vs Durlach

MOVE

Durlach, -,haven. Eithel Morgoth.

HL5, Elrond-x

HL4, Gandalf-x

HL3, Balin-x

HL2, Cirdan -x

HL1, Evermist-x

Durlach taps to play Voices of Malice to target Taint of the Wilds,

Elrond plays Wrath of the West, $8\text{hroll}-6\text{x}=2$, cancel minion resource.

Agog, -ud,haven. uLeas.6

ROLL: $1.\text{pick}+10\text{mroll}=11$.

HL4, Elrond-x

HL3, Gandalf-x

HL2, Balin keys Wandering Troll, moving Under-deeps. $1\text{s}12\text{p}5\text{b}$

Great Fissure played to cancel strike, creature card text: $8\text{hroll}-6=2$. Cancelled.

TURN05 {Ardagor at Under-caves, Creb Durga}

@ Blue Mountains.dwarf, U

T	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades
U	Bahadur	4	1	3	8	stiffbear	W			Sa	0	Thrice Told Tales		

@ Michel Delving, U

U	Glóin	3	5	5	8	longbear	W			D	1	Trusted Counsellor	Cap of Harden Steel
W	King's Judge	3	1	3	7	dwarf	W			D	1	miner's pick	
U	Attack-Lord	5	3	5	7	dwarf	W				0		
T	Pathfinder	3	0	2	7	dwarf	W		R		1	miruvor	

Advisor	Essay of Ringcraft				Caverns Unchoked
Crown of Flowers	The Dwarves Are upon You!				Crept Along Cleverly
dwarven light-stone	Watcher in the Water				Great Bats
Escape	0				Hide Pitted with Corrupti
0	0				Ice-orcs
0	0				Known to an Ounce
Turn: 5	Hand: 8	MP: 8	PD: 48	SP: 7	Memories of Ancalagon
Throkmaw	Lomaw	Durlach	Smaug	ARDAGO	Veil Removed
					Voices of Malice

Safe From the Shadow

Star of High Hope Lapse of Will

, Wardens of the Woodland Realm

, Corlagon At Home, Doors of Night, Lure of Power, Mordor in Ruins

, Times are Evil

, Fell Winter, Pride

UNTAP

ORG {not much to play on surface outside of Shire, play ring item now}

Avatar taps to shuffle from SB: Longbottom Leaf.

Advisor taps to grab from DP: His Beard Long and Forked, played on Attack-lord.

Balin+ stay.

Gloin+ move to Amon Lind.

MOVE

Balin, -,haven. Blue Mountains

HL3, Throkmaw uses OG Known to an Ounce

HL2, Lomaw plays An Unexpected Outpost, DON, to shuffle from SB:

[Out of Practice Many Shapes of Power and Fear]

Gloin, -bl-w-w-w,bh. Amon Lind. DON+Fell Winter = FD=BL

HL4, Throkmaw-x

HL3, Lomaw-x Fever of Unrest in hand

HL2, Durlach plays An Unexpected Outpost, DON, to shuffle from DP:

[True Fire-drake, Morgoth's Ring]

Has Wyrmsiege in hand.

Here is a Snake! Played to tap and reveal agent from Wilderland Division

Khamual, Eun at Osgiliath

SITE

Amon Lind. (1)Elves-- 2 strikes with 8 prowess (detainment against hero companies)

Gloin, $5p-3x+1.lapse+7sroll=10$

Pathfinder, $2p-3x+1.lapse+4sroll=4,taps$

+

Fell Winter. Wolves. $3s7p$, LoW= $3s6p$

The Dwarves Are upon You!

Gloin, $5p+2.you-3x+7sroll=11$

Judge, $2p-2w+1.pick+2.you+9sroll=12$

AttackLord, $5p+2.you-3x+7sroll=11$

Gloin taps to play

END Thrain.Gandalf

Dwarf of All Trades tap to grab from DP: Marvels Told

Crown of Flowers played.

TURN06 vs Throkmaw

MOVE

Throkmaw, -sl-ww-w,RL. Amon Anlug

HL3, Elrond plays An Unexpected Outpost, DON, to shuffle from SB to PD:

[Forgot His Orders, Snow in the Mountains.]

HL1, Balin-x Watcher in the Water in hand.

Talmog, -ud,sh. Cobalt-Deeps

HL3, Elrond-x

HL2, Balin-x

HL1, Cirdan-x Marsh-drake,Sea-Serpent in hand

TURN06 vs Durlach

MOVE

Durlach, -,haven. Eithel Morgoth

HL2, Balin-x

HL1, Elrond-x

HL1, Thg-x

Agog, -ud,sh. Mount Gundabad

HL4, Balin-x

HL3, Elrond-x

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

Captain, -sl-w,RL. Maglgolodh's Cave

HL3, Balin keys Durin's Folk to W. dwarves.5s8p

Orc Captain, 5p+10sroll=15,fail

Nog, 4p+1.card-1t+6sroll=10,fail

Maggot, 3p-2e+7sroll=8,ineff

HL1, Elrond-x

Shaman taps to play Voices of Malice, One Foe to Breed a War.Vald2, on Maggot,

-2.res+6croll=4,pass.

Shaman, -ud,haven. Eithel Morgoth

HL2, Balin-x

HL1, Elrond-x

HL1, Thg-x

TURN06-4.1 {Ardagor at Barrow-downs, Creb Durga}

@ Blue MDH, U

T	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades
U	Bahadur	4	1	3	8	stiffbear	W			Sa	0	Thrice Told Tales		
T	Advisor	3	1	2	6	dwarf	W			Sa	0			

@ Amon Lind, T

T	Glóin	3	5	5	8	longbear	W			D	1	Trusted Counsellor	Cap of Hal	Essay of R
W	King's Judge	3	1	3	7	dwarf	W			D	1	miner's pick		
T	Attack-Lord	5	3	5	7	dwarf	W				0	His Beard Long and Forked		
T	Pathfinder	3	0	2	7	dwarf	W		R		1	miruvor		

Crown of Flowers	Smoke Rings			Black-mail Coat
Escape	The Dwarves Are upon You!			Crept Along Cleverly
LongBottom Leaf	War Mattock			Crept Along Cleverly
Marvels Told	Watcher in the Water			Crossing the Borders
0	0			0
0	0			Orcs of the Bleak Mount
Turn: 6	Hand: 8	MP: 10	PD: 40	SP: 7
Durlach	Throkma	Lomaw	Smaug	ARDAGO
				Wyrmsiege
				0

Safe From the Shadow

Elf-song Face Out of Sight

, Wardens of the Woodland Realm

, Angurth at Home, Agburanar at Home, Corlagon At Home, Rank Upon Rank, Lure of Power, Were-worm, Khuzadrega at Home, Summons From Long Sleep, **Doors of Night**, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt

, Long Winter

UNTAP

ORG

Balin taps to shuffle from SB to PD: [Pipe]

Advisor taps to use Marvels Told, Thrice Told Tales, Bahadur supports, -2.res+1sup=auto

Longbottom Leaf shuffles from SB: [Dwarven Light-stone, Deep Mountain Fortress]

Crown of Flowers played.

Smoke Rings shuffles from DP: [Glamour of Surpassing Excellence]; such sites will be visited

Balin stays.

Glóin+ move Bag End, will be tapped by Long Winter+DON

MOVE

Balin, -,haven. Blue MDH

HL3, Durlach uses OG Orcs of the Bleak Mountains

HL1, Throkmaw-x

HL1, Smg-x

Gloin, -w-w-w-fd, fh. Bag End. Tapped by Long Winter+DON

HL4, Durlach keys Winged Cold-drake to WWW, drake.2s13p,attacker

Pathfinder taps using ability to cancel drake attack keyed to W.

~~HL3, Durlach plays Lure of Nature on Pathfinder; no for dwarves~~

HL2, Throkmaw-x

HL1, Lomaw keys Were-worm to WWW from Summons FLS; drake.1s13p6b = 1s15p6b,attack

Attack-lord plays Escape to cancel attack; wounded.

SITE

END Thrain.ElronD(next turn)

Face Out of Sight affect

{Pipe, backpack, Glamour in hand; play at Shire site next turn}

MOVE.7,Durlach

Captain, -,RL. Maglgolodh's Cave

HL3, Cirdan plays Courtesy Lessened of Late OG Falathrim in hand.

HL2, Balin-x Has Hermit Troll in hand.

HL1, Elrond-x has Elven Archers in hand.

Durlach, -,haven. Eithel Morgoth

Durlach taps using Strangling Coils to untap Shaman

HL3, Cirdan uses OG Petty-Dwarves(H) to play Dreams of Lore for LostK for Lond Daer.

HL2, Balin-x

HL1, Elrond-x

MOVE.7,Smaug

Luitprand, -haven. LM

HL2, Balin uses OG Not at Home

HL1, Gandalf-x

HL1, Thg-x

Grimson, -w-w,RL. Irerock. Down Down to Goblin Town, Going Ever Under Dark

Irerock is tapped via Long Winter.

HL3-1, Balin keys Rain-drake to RL with WW in site path. Drake.1s15p

Perchen taps playing Ruse to cancel attack.

HL1, Balin keys Hermit Troll to RL with WW in site path. Troll.1s12p5b

Grimson taps to use MR Savagery to cancel attack.

WATTAN shuffles from DP: Dragon's Disciple

Smaug, -RL. Long Marshes Angurth at At Home

HL3+1, Balin uses OG Watcher in the Water

HL2, Gandalf-x

HL1, Cirdan-x

HL1, Thg-x

TURN07-4.1

{Ardagor at Creb Durga, Under-caves}

@ Blue MDH,U

T	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades
T	Bahadur	4	1	3	8	stiffbear	W			Sa	0			
T	Advisor	3	1	2	6	dwarf	W			Sa	0			

@ Bag End, U

U	Gloin	3	5	5	8	longbear	W			D	1	Trusted Counsellor	Cap of Hat	Essay of Ringcraft
W	King's Judge	3	1	3	7	dwarf	W			D	1	miner's pick		
W	Attack-Lord	5	3	5	7	dwarf	W				0	His Beard Long and Forked		
T	Pathfinder	3	0	2	7	dwarf	W		R		1	miruvor		

Backpack		Gates of Morning			Cave Worm
Balin-avatar		Glamour of Surpassing Excellence			Grim-faced Northman
Clad in Mail-shirts		Pipe			Rage Past Description
Escape		The Dwarves Are upon You!			Ruse
0		0			The Iron Crown(M)
0		0			Whispers of Wealth
Turn: 7	Hand: 8	MP: 10	PD: 31	SP: 7	0
Smaug	Durlach	Throkmaw	Lomaw	ARDAGO	0

Safe From the Shadow Crown of Flowers

, Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrega at Home, Doors of Night, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt

, Beacons Alight

, Bonds of Winter, Great Secrets Buried There

UNTAP

ORG {Healing Herbs and Tom's House would be nice here}

Clad in Mail-shirts played on Attack-Lord.

Balin+ stay.

Gloin+ return to Blue MDH to heal and test ring.

Lord Balin taps to shuffle from SB: [Fungi]

Dwarf of All Trades tapped to see 3 random cards to avoid Númeriador creatures.

Smaug { Rage Past Description,Ruse,The Iron Crown(M) }

Durlach { Gangways Over the Fire,Cardolanian Whalers,Maker's Map }

Throkmaw { Crept Along Cleverly,Flakas-Gul,Great Bats }

Lomaw { Crept Along Cleverly,Dragon's Abode,Join With That Power }

Avatar card untaps Lord Balin.

MOVE

Balin, -,haven. Blue MDH

HL3, Smaug uses OG Grim-faced Northman

HL2, Durlach-x

HL1, Throkmaw-x

HL1, Smg-x

Gloin, -fd-w-w-,haven. Blue MDH

HL4, Smaug keys Cave-worm to Numeriador.

Escape played, Gloin wounded.

HL2, Durlach-x

HL1, Throkmaw-x

SITE

END Thranduil.Cirdan (next turn)

MOVE.8-Throkamw

Throkamw, -sl-ww-w,bh. Ligr Wodaize Berne, flying. Hunger.

HL3, Cirdan-x

HL2, Gandalf-x, Wandering Eldar no good.

HL1, Balin-x

Elrond has Elven Archer in hand.

MOVE.8-Smaug

Smaug, -w-w,RL. Gold Hill. Hunting, Vacated.

HL3, Elrond-x

HL2, Balin-x

HL1, Gandalf-x

HL1, Thg-x

Luitprand-x

HL2, Elrond uses OG Emissary of the House

HL1, Balin-x

MOVE.8,Lomaw

Durlog, -sl-sl-ww-ww,haven. Collarmount

HL4, Balin-x

HL2, Elrond keys Corpse-Candle to SL. Undead.1s6p, cc

Durlog, -1.item+croll=auto

Durlog and Disciple support

Ice-Troll, -4.wp-1.food+2.sup+7croll=10

Haeldwyn, -1.item+croll=auto

Disciple, -3.items+7croll=4

Ice-Troll, 5p+3.wp-3x+6sroll=11,defeat creature. Trophy.

Bonds of Winter; discard Strange Rations on Ice-Troll.

Lomaw, -ww-cscs,RL. Shoreless Isles

HL3, Balin-x

HL2, Elrond-x

HL1, Cirdan keys Stirring Bones to WW. Undead.2s9p, to discard Hunger

Lomaw, 8p-1t-1e+9sroll=16, gathered bones. Discard Hunger.

{Interesting; creature of bones becomes Gathered Bones and fulfills Hunger}

TURN08-3.1

{ Ardagor at Isengard, Creb Durga }

@ Blue MDH, U

U	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa		2	Crimson Hood	Son of Fur	Dwarf of All Trades
U	Bahadur	4	1	3	8	stiffbear	W			Sa		0			
U	Advisor	3	1	2	6	dwarf	W			Sa		0			
W	Glóin	3	5	5	8	longbear	W				D	1	Trusted Counsellor	Cap of Hat	Essay of Ringcraft
W	King's Judge	3	1	3	7	dwarf	W				D	1	miner's pick		
W	Attack-Lord	5	1	5	7	dwarf	W					0	His Beard Long and Fork	Clad in Mail-shirts	
U	Pathfinder	3	0	2	7	dwarf	W		R			1	miruvor		

Backpack		Not At Home				Crept Along Cleverly
Deep Mountain Fortress	Pipe					Crept Along Cleverly
Dwarven Cunning	The Dwarves Are upon You!					Dragon's Abode
Gates of Morning	War Mattock					Fell Winter
0			0			Oath of the Dragon
0			0			Roaming
Turn: 8	Hand: 8	MP: 10	PD: 24	SP: 7		Withered Lands
Lomaw	Smaug	Throkmav	Durlach	ARDAGO		0

Safe From the Shadow Life More Enduring Crown of Flowers

Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes

, Bonds of Winter, Great Secrets Buried There

**UNTAP
ORG**

Glóin transfers Essay of Ringcraft to Bahadur, -2.items+5croll=3,pass.

Pathfinder transfers Miruvor to Attack-Lord, -1.card-1.item+6croll=4,pass.

Balin,Bahadur,Advisor,Pathfinder move to Drowning-Deeps.

Glóin(Judge),Attack-lord move to Bree for ally.

LONG

Bonds of Winter .Lomaw discarded

MOVE.8-Balin

Gloin, -w-w,bh. Bree

HL3, Lomaw plays Fell Winter

HL2, Lomaw uses OG Withered Lands

HL1, Smaug-x

Gates of Morning played; discard Fell Winter.

Balin, -ud, RL. Drowning-Deeps.11 auto for going down.

HL4, Lomaw plays Out of Practice on Bahadur.

HL2, Smaug-x

HL1, Throkmaw-x

SITE

The Drowning-Deeps. RL.

(1)Drake---2 strikes with 11 prowess;

Not At Home played to cancel drake attack.

(2)Opponent--- may play one non-unique hazard creature from hand normally keyed to Coastal Sea. None played.

Bahadur taps to play War Mattock, taps site.

+

Deep Mountain Fortress played.

Event attack: Drake---2 strikes with 13 prowess

The Dwarves Are upon You! played.

Advisor, $2p+2.res+9sroll=13$

Pathfinder, $2p+2.res+8sroll=12,success. 11broll+1.res=12,killed$

Lord Balin taps to keep event in play.

END Radagast.Gandalf

Son of Fundin tapped to fetch from DP: Dwarf-miner.

{good turn. Play ally and Pipe next turn. Try to reach Ruins of Nogrod for Dwarven Light-stone next turn }

MOVE.9-Dwar

Gorfaur, -dd-sl-dd, haven. Durthang.

HL4, Cirdan-x

HL3, Balin plays Flooded to the Surface on the new site.

HL1, Elrond-x

Gorfaur plays Voices of Malice, taps, targets Tauremornalome, Veteran supports.

-1.eye-1.blood-2.res+1.sup+5.scroll=2.

Ufkral, -dh. Minas Durlith.

HL3, Cirdan uses OG Belthrondring

HL2, Balin-x

HL1, Elrond-x

MOVE.9-Uvatha

Pon Opar, -w-t, bh. Ankruz

HL2, Balin plays Doubled Vigilance, DON, on new site.

HL1, Balin uses OG Rain-drake.

Ulrac, -sl-sl, bh. Iorag Camp

HL2, Balin-x

HL1, Gandalf keys Dwarven Travelers to bh, dwarves.3s8p, detainment

Ovatha's Bow taps to keep Ulrac untapped against region attack.

Ulrac, 6p+2.wp+scroll=auto.

Jehn Remak, 3p-3x+4scroll=4, taps.

Uvatha, -sl-sl-dd, haven. Chey Goumal.

HL2, Balin-x

HL1, Gandalf-x

HL1, Thg-x

TURN09-3.1

@ Drowning-Deeps, T

T	Balin-avatar	7	10	5	9	longbear	W	Sc		Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades
T	Bahadur	4	1	6	8	stiffbear	W			Sa	3	Out of Practice	War Matto	Essay of Ringcraft
T	Advisor	3	1	2	6	dwarf	W			Sa	0			

@ Bree, U

T	Gloin	3	5	5	8	longbear	W			D	1	Trusted Counsellor	Cap of Harden Steel
T	King's Judge	3	1	3	7	dwarf	W			D	1	miner's pick	
T	Attack-Lord	5	1	5	7	dwarf	W				1	His Beard Long and Fork	Clad in Ma miruvor

Beer from the East-farhi	Fungi					Boars	
Bob	Origin of Stone					Dásakûn	
Dwarf-miner	Pipe					Gifts as Given of Old	
Dwarven Cunning	The Border-watch					Come By Night Upon Th	
0	0					Ullis	
0	0					Voices of Malice	
Turn: 9	Hand: 8	MP: 13	PD: 12	SP: 9		Wain-easterlings(M)	
Uvatha	Dwar	Ren	Hoarmura	ARDAGO		Well Aimed	
Isildur's Torr	Creb Durga	The Under-c	10 MPs			0	

Safe From the Shadow Life More Enduring Gates of Morning

Wardens of the Woodland Realm

, Angurth at Home, Great Army of the North, Khuzadrepá at Home, It Stinks, Heart Grown Cold, Mordor Rebuilt, Like Shreds of Cloud, The Black Gate Closes

, Out of the Swamps

UNTAP

ORG

Dwarf-miner played at Deep Mountain Fortress haven Drowning-Deeps.

Origin of Stone played on Leader Lord Balin.

Bahadur transfers Essay of Ringcraft to Lord Balin, Advisor, Balin support

-3.items+2.sup+croll=auto.

Balin+ no move.

Gloin+ stay at Bree.

MOVE.9-Balin

Gloin, -,bh. Bree.

HL3, Uvatha plays Ullis as an agent.

HL2, Uvatha plays Dâsakûn as an agent.

HL1, Uvatha uses OG Boars.

Balin, -,haven. Drowning Deeps. Deep Mountain Fortress.

HL4, Uvatha plays Bairanax at Home

HL3, Uvatha uses OG Kine of Araw

HL1, Dwar-x; Wolf agent is now at Bree.

SITE

Bree. No AA

Gloin taps to play Beer from the East-farthing, no tapping of site.

King's Judge taps to play Bob, site taps. {Keep other two dwarves on surface}

Attack-Lord taps to play Pipe as free minor item.

The Drowning-Deeps, no AA.

Dwarf-miner taps to play Fungi at tapped site.

END Thrain.Gandalf

Cloudless Day played.

{move to Blue MDH}

MOVE.10-Dwar

Ufkral, -,dh. Minas Durlith.

HL2, Balin uses OG Troll-shaws

HL1, Elrond-x

HL1, Thg-x

Dwar, -dd-sl-sl-dd,sh. Barad-Wath. Dwar Unleashed

HL2, Balin plays Heedless Revelry

7hroll= Ufkral taps.

Tracker, -dd-dd,dh. Durthang.

HL2, Balin-x

HL1, Elrond-x

HL1, Thg-x

Gorfaur,-,dh. Durthang

HL4, Balin-x

HL3, Elrond-x

HL2, Gandalf plays An Unexpected Outpost to shuffle from SB: Lure of Power

HL1, Gandalf plays Decisions of the White Council

MOVE.10-Ren

Mionid, -,haven. Chey Goumal

HL2, Elrond-x

HL1, Balin-x

HL1, Thg-x

TURN10-1.1

@ Drowning Deeps, T

T	Balin-avatar	7	8	5	9	longbear	W	Sc	Sa	3	Deep Mountain Fortress						
U	Bahadur	4	1	6	8	stiffbear	W		Sa	2	Crimson Hood	Son of Fur	Dwarf of All Trades	Origin of	Essay of		
T	Advisor	3	1	2	6	dwarf	W		Sa	0	Out of Practice	War Mattock					
T	Dwarf-miner	2	0	3	6	dwarf	W			2	Fungi						

@ Bree, T

T	Glóin	3	5	5	8	longbear	W			D	2	Trusted Counsellor	Cap of Hal	Beer from the East-fe			
T	King's Judge	3	1	3	7	dwarf	W			D	1	miner's pick					
		Bob	2	0	1	8	Hobbit	Sc			a						
T	Attack-Lord	5	1	5	7	dwarf	W				2	His Beard Long and Fork Clad in Ma miruvor	Pipe				

Dwarven Cunning	Pierced by Many Wounds	Bulrakur	
dwarven light-stone	The Border-watch	Enchanted Stream	
Longbottom Leaf	Value Food and Cheer	Leamon	
Pathfinder	Whil Whitfoot	Never Seen Him	
0	0	Nobody's Friend	
0	0	Some Secret Art of Flame	
Turn: 10	Hand: 8	MP: 13	PD: 2
Dwar	Ren	Hoarmura	Uvatha
Ettenmoors	Creb Durga	The Under-c	11 MPs
			0

Life More Enduring Gates of Morning

Cloudless Day

, Wardens of the Woodland Realm

, Great Army of the North, Khuzadrega at Home, It Stinks, Heart Grown Cold, Mordor Rebuilt,

Bairanax at Home, The Black Gate Closes

, Out of the Swamps

UNTAP

ORG

Longbottom Leaf played to shuffle: Fungi, Magic Ring of Lore.

Lord Balin taps to remove hazard, OoP, 9hroll-6.base=3, discard.

Value Food and Cheer played on Lord Balin.

Pathfinder played at Deep Mountain Fortress.

Dwarf of All Trades tapped to see 3 random cards.

Dwar {Bulrakur, Some Secret Art of Flame, The Tormented Earth}

Ren {Ren the RW, Perfect Gold Ring, Pon-ora-Pon}

Hoarmurath {Blasting Fire, Like Shreds of Cloud, Where There's a Whip}

Uvatha {Gift as Given of Old, Variags of Khand, Wain-Easterlings}

Gloin+ move home to Blue MDH.

Balin+ move to Ruins of Nogrod

LONG

Cloudless Day (Balin) discarded

MOVE.10-Balin

Balin, -ud,RL. Ruins of Nogrod.11

Udeeps, +1.miner+1.origin+7uroll-11.site=-2, no more.

HL5, Dwar plays Leamon as agent.

HL4, Dwar plays Nobody's Friend on agent Leamon.

HL3, Dwar plays Never Seen Him on agent Leamon

HL2, Dwar moves agent Baugur first time from Isildur's Tomb to Tharbad, FD, tap agent.

{Deck exhausts: Dwar

Discard The Black Gate Closes (Dwar); It Stinks (Dwar)

{Exchange SB cards to DP: Cunning Foes x3,Mordor in Arms, Too Much to Ask}

{Move DP cards to SB: The Dwimorberg,The Gwaedhel-Spear,Secrets of Their Forging,
Dark Tryst,Trifling Ring}

88 cards in 2nd PD

95	44	41	9	1	6	1	3
h1	p1	d1	r1	v1	o1	g1	b1

Gloin, w-w,haven. Blue MDH

{Deck exhausts: Balin

{Exchange SB cards to DP: Burdensome Commands, His Fury Has Betrayed Him x3

The Sun Shone Fiercely

{Move DP cards to SB: You've Come Back Change,Orc-mail,Nob,Pathfinder,Dwarf-miner}

86 cards in 2nd PD

97	64	32	8	4	5	3	0
h1	p1	d1	r1	v1	o1	g1	b1

<<Card exchange: Things Might Go Ill from Adunaphel for Dwar's Plague;1copy only>>

HL3, Dwar plays Doors of Night Gates of Morning(Elrond) discarded.

HL1, Ren-x

SITE

Drowning-Deeps, haven. AA-none.

Pathfinder taps to play Fungi at tapped under-deeps site.

Avatar card untaps Lord Balin.

Lord Balin taps to play Magic Ring of Lore using Essay of Ringcraft.

Easy of Ringcraft placed in sideboard.

END Galadriel.Gandalf

{Whil Whitfoot discarded; recycle with Smoke Rings later}

ASSESSMENT after Turn 10

Grade: Acceptable.

Reason: Exhausted deck on Turn10,

Deep Mountain Fortress and palantir played, no major deaths, 13 MP, hobbit ally in play.

Disappointed: Only tapped four sites, no hobbit characters in play.

With few table cards in playdeck, traveling to store Pits of Angband might be near to attempt.

Only faced 8 strikes, 1 body check. Played 23 hazards; 13 were creatures.

1 turn played no hazards.

Faced 28 hazards; 5 creatures, 4 agent actions, 1 corruption