

THRAIN-CORRUPTION

50avatar

C	8	Iron Hill Dwarf-hold	<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 145 total cards DC: $18\text{char}+26\text{res}+21\text{haz} = 64$ 16 creatures
I	5	Wilderland	
F	4	vs Felagrog	
A	1	Wilderland Division	
M	6	Khazad-dûm	
K	8	Corruption/drakes	

Lord Thrain has decided to embark on a quest to reclaim Khazad-dûm from Durin's Bane. He will gather dwarves of many tribes to be armored and to fight for their ancestral home. Your goal is to make Moria into a Dwarf-hold again. The Balrog will try to stop you. Before you enter Moria, you must first use a Dwarven Ring to prepare the quest. Your first goal is to travel Middle-Earth recruiting dwarves and playing items. An under-deeps journey is necessary to find some lost treasures. Then, move to Moria and engage in battle.

Changes to the deck after the full practice game are discussed below.

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Dom, Loni, and Bahadur were removed. Dom was removed early in the practice game. Frar replaces Loni since Rangers are not greatly needed. Bahadur was useful to play Dwarven Lightstone. Now that dwarf is with Lord Balin for more use of Reforging. Dar is now the main Sage taken from Pallando's deck.

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Fungi was removed due to lack of use until late in the game. A copy of Miruvor also removed with expected more use of fetching items with the ring of power. Lost Tome was added for easy use to enter a hidden site to play a gold ring item. It is tempting to including Hunting Orcs and Wondrous Maps allowing the quick trip to play faction Mornaugrim. But the fetching of resources is not needed. Thus, Reforging was also left out of the changed deck.

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Another copy of ally A More or Less Descent Giant was included to give another fighter. New Friendship replaces A Friend or Three, which is better with Lord Balin. Into Dark Tunnels added for better movement and replaces a copy of Withdrawn to Mordor. Note that Fungi was removed.

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Glamour of Surpassing Excellence removed with low use and replaced for these cards: Children of Aule (short term body enhancement), Dwarven Cunning (protection at a site), Old Grudge (for prowess enhancement).

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Clad in Mail-shirts was removed for Origin of Stone for the prowess and movement. Body enhancement beyond other cards is not needed. Plenty of dwarves were available for entering Moria. A Mining Settlement was removed for another copy of Promise of Treasure. The one copy of A Mining Settlement is adequate.

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I would like to have this player stay in the under-deeps from Pits of Angband to Vaults of Utumno. Then Lord Balin would retake Moria.

Less corruption cards are now in the hazard deck. Ice-Drake left for the north. Naugol added and Durin's Folk removed. Barrow-wight added for more Undead. Exhalation of Decay added now with 8 Undead creatures. Dwarven Travelers removed to limit this creature in the game.

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A host of corruption hazards(14) removed for two more Too Narrow a Hole and... Spirit of Mordor will make Undead worst. Arouse Minions and Incite Minions will trouble Bolg and Felagrog. These short-events can bother Felagrog any time during the game. Glance of Arien x2 replaces Pit Trap and a copy of Fled into Darkness. Now, Felagrog may be too weak to fight at Moria with Gates of Morning in play.

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The added hazards were not previously found in any White player's deck.

RESOURCES (40/27)

6	1	1	Dwarven Ring of Thelor
2	1	1	Lesser Ring
1	1	1	Precious Gold Ring
1	1	1	Precious Gold Ring
2	1	1	Dwarven light-stone
2	1	1	Dwarven axe
		3	Dwarven chain-shirt
		1	Ithildin
*			Lost Tome
		1	Healing Herbs
		1	Miruvor
*		1	Cram
		1	Mornaugrim
4	4	1	Folk of Durin s2
1	1	1	A More or Less Decent Giant
		1	Alfur
1	1	1	Aglarond
2	2	1	Return to Old Dwellings
3	3	1	Hall of Khazad-dûm
5	5	1	Reconquest of Khazad-dûm
		1	Lord of Dwarrowdelf s3
2	2	1	Deep Mountain Fortress s2
1	1	1	When I Know Anything
		1	Map to Mithril
		1	To the Uttermost Foundation

14/12

3		Lucky Strike	W
3		Dodge	se
3		New Friendship	D
2		The Dwarves are Upon You	dwf
	1	Test of Form (Last)	Sa
3		Marvels Told	ritual
2		I Know Much About You	agent
	1	Secret Ways (Gall)	le
	1	Into Dark Tunnels (Gall)	se
	1	Dry Tunnels (Gall)	se
	1	Gnawed Ways (Gall)	s1
	1	Ancient Stair	
3		Free to Choose	cc
1		Children of Aule	dwf
	1	Wondrous Maps	site
1		Hunting Orcs	long
1		Old Grudge	pe
	1	An Unexpected Party	dwf
1		Clan Bonds	dwf
*		Rumor of Rings	pe
3		Smoke Rings	
2	1	Long Bottom Leaf	
	1	Glades of Flowering Stone	sp3*
1		Mining Settlement	s1
	1	Dwarven Galleries (5)	s2*
	*	Promise of Treasure	s1*
	*	Durin's Day	s1*
	1	Last of the Seven	s2*
	*	Son of Thrór	s1

26/15

HAZARDS(40/13)**18/3**

3	Nameless Thing	drake							
3	Carrion Feeders	animal							
3	Dwarven Warparty	dwarf	3*	3	11	5			
1	Expert Treasure Hunter	hobbit	1*	1	12	8			
3	Mewlips	undead	1	2	10	x		WW, SL; swamp	
2	Ghosts	undead	1	5	7	x	sh, dh	SL, DD	
3	Greater Spectres	undead	1	2	7	x	dh	SL, DD	o2
3	Barrow-wight	undead	1	1	12	x	sh, dh	SL, DD	

22/10

2	Fled into Darkness								ex2
1	Glance of Arien								ex2
3	To Narrow a Hole								
3	Icy Touch								
3	Endless Whispers								
0\$	Fealty Under Trial								
1	Great Secrets Buried There	P.							
3	Exhalation of Decay	S.play-undead							o1
1	Wrath of Durin's House								
2	Sleepless Malice	L.							
3	Spells of the Barrow-wights								
3	Spirit of Mordor	S.attack							
1	Naugrim	P.attack-dwarf							
1	Old Enemies	P.							
1	Earth-Tremors	L.roadblack-underdeeps							ex1
1	Troll-Purse	P.							
3	An Unexpected Outpost								

SITES

IH	Iron Hill Dwarf-H			
SR	Gyogorasag Sanctuary	heal	x	
IH	Barak Shathur	minor*		
Eq	Nurunkizidin			
SR	Strayhold	Info, m, M	men	
HP	Giant's Isle	m	giant.1w12	<i>hidden</i> -minor
WF	Hermit's Hill	m	men	x
MS	Turukulon's Lair	m, ring	dragon.2w9	minor
AV	Gladden Fields	ring	undead	x
	Durin's Tower	Info	trap.2w7	Map to Mithril
GI	Glittering Caves	m, M	pukel	Aglarond
UD	Gem-Deeps	m, M, ring	undead.3s9p	dwarven axe
BL	Bandit Lair	m, ring	men.3w6	gold ring
Da	Amon Lhaw	Info	special	Know Anything
SR	Buhr Widu	m, M	troll	x
GR	Tol Buruth	m, M, ring	men	<i>hoard</i>
EL	Oraishapek's Mound	m, M#	undead.1w12	<i>hidden(LK,Sc)</i> Descent Giant
UD	Mines FalekDim	m, M, ring	undead, (shadow)	???
.....	Gaurblog Lug	Nurunk-8, Rusted-8, Sulfur-6, Courts-8		
UD	Rusted-Deeps	m, M	drake.2w11, (sh)	Deep Mountain Fortress
.....	Iron-8	Wind-9, Cobalt-8, Kheledkhizdin-8		
UD	Wind-Deeps	m, M	orcs.3w7, (shadow)	???
....	Throne-0	Leas-6, Cobalt-5, Rusted-9		
RG	Moria	m, M, G, ring	orcs.4w7	
Eq	Gaurblog Lug	m, M, ring	orcs.3w8	gold ring
UD	Cobalt-Deeps	m, M	orcs.5w8, (ruins)	???
.....	Kula-0	Wind-5, Rusted-8		
UD	Under-leas	m, M, G		???
UD	Under-Gates	m, M, G, ring	Balrog, (ruins)	???
.....	Moria-0	Sulfur-5, Gem-6, Caves-6, Grottos-8, Leas-6		
UD	Ruins of Kheledkhizdín	m, M, G, ring	traps.2w9, drake.2w12	Alfur
UD	Vaults of Utûmno	m, M, G	undead.3w12, traps.xw10	???
UD	Mines of Angûrath-h	m, M, ring	Dwf.4d10	Mornaugrim
UD	Sulfur-Deeps	m, M, G	trolls, (shadow)	???
.....	Guldur-0	Gates-5, Pukel-9, Galleries-9, Courts-5, Falek-6		
UD	Under-Galleries	m, M, G		???
UD	Under-Courts	m, M, G		???

CHARACTERS-10		15-3-3-3-2	
4 Thrain II	10/6/7/8+	W/R/Sa	lb any haven +3DI.Dw; Leader; +1P.Ddot
2 Nar	6/2/5/8*+	W/D	fb Barak-shathur +1DI.Dw; +1P.OW
2 <i>Attack-Lord</i>	5/1/5/7+	W	any dwarf-hold +2DI.dw; +1P.OTK; tap. +1P.dwf
1 Borin	4/1/4/8+	W/Sc	fb Barak-Shathur wound to defeat traps attack
<i>Mountaineer</i>	2/0/2/7*	W/Sc	1CP; +1P.OT; -1DI.inf; mountain
Frár	2/0/2/7+	W/Sc	if Iron Hills 1CP; +1P.O; +1deep;
1 Judge	3/1/2/7	W/D	+1DI.Dw
1 Dar	4/0/4/7*+	W/Sa	sf Nirad-Dum, TH +2DI.dw/DW; t.Cunning
1 <i>Advisor</i>	3/1/2/6	W/Sa	
1 Norin	4/0/3/8+	W/R	if Núrunkizidin +2P.OTM
1 Oin	3/0/3/8*+	W/R	lb Blue 1CP
1 Dworin	4/0/5/8*	W	if Núrunkizidin +1DI.Dw; +1P.drake/orc
Loni	2/0/4/6	W	if Iron Hills +1P.OT; 1CP, -1DI.inf, food
<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
<i>Miner</i>	2/0/3/6	W	1CP; +1P.OT; -1DI.inf; +1deep
<i>starting company: at Iron Hills Dwarf-hold</i>			
<Rumor of Rings> <Son of Thror>			
2 Nar	6/2/5/8	W/D	
1 Dworin	4/0/5/8	W	Cram
1 Dar	4/0/4/7	W/Sa	Lost Tome, Promise of Treasure
1 Oin	3/0/3/8	W/R	
<i>Mountaineer</i>	2/0/2/7	W/Sc	
<hr/>			
11/18 GI used	Hand-8	Mind: 29	
#1 Captains	<An Unexpected Party>		[Udeep rolls +5(+9)]
Thrain II-L	10/9/10/9	W/R/Sa	3 lb10 [DR], Origin, Last [10/14/11/9]
Dar	4/0/5/8	W/Sa	1 sb4 shirt, Anything
Borin	4/1/4/8	W/Sc	1 fb4 light-stone
+ Frár	2/0/3/8	W	1 if2 shirt
+ <i>Miner</i>	2/0/4/6	W	1 dw2
#2 Beards			
Nar	6/5/5/8	W/D	1 if7 LR.lesser
Norin	5/0/8/8	W/R	3 fb4 dwarven axe, Mithril, Promise
<i>Attack-lord</i>	5/3/5/8	W	0 dw5 shirt
Oin	3/0/3/8	W/R	1 lb3

OBJECTIVE

Lord Thrain will be attempting to make Moria into a dwarf-hold. Dwarves on the east side of the Misty Mountains will be with you. Felagrog will try to stop you. Before you enter Moria, you must first gather weapons and items. Your first goal is to travel Middle-Earth to recruit dwarves into large companies and playing items. Aglarond will be made into paradise for dwarves. A Ring of Power will aid this exiled king. Next, he travels to the darkest of the dark places for secrets to rid an ancient bane. Then he moves to Moria and engage in battle for his homeland.

Top 5 Major Goals

1. Play a Dwarven Ring
2. Change Glittering Caves into a Dwarf-hold using Aglarond
3. Play Deep Mountain Fortress
4. Store Vaults of Utumno
5. Play Reconquest of Khazad-dûm

THRÁIN II and LAST of the SEVEN

Thráin is the most powerful dwarf-lord. As a leader he has +1 prowess against dragons, drakes, orcs, and trolls. A home site of any dwarf-hold is convenient. His treasure items are worth fully MPs. Skills of Warrior, Ranger, and Sage are great for this avatar that will be moving and testing gold rings. This dwarf-lord will have 9 DI against dwarves and 18 GI. He has a high prowess of 7, but a mild body of 8. He can come into play at any dwarf-hold. Most likely he will come into play at the Iron Hills.

The event [Last of the Seven](#) will boost up Lord Thráin stats (+2DI, +2P, +1B to be 10/11/9/9) and allow you to keep an extra card in your hand.

His specific stage event, [Son of Thor](#), allows you to fetch Last of the Seven, Test of Lore, or Lord of Dwarrowdelf. All are extremely important to you to use when needed. Test of Lore will quickly test gold rings. Last of the Seven will lower the corruption points on the Ring of Power. [Lord of Dwarrowdelf](#) requires you to have at least 8 SP and grants +5 DI against dwarves. Ring of Power and Lord of Dwarrowdelf will provide this Dwarf-lord 21 DI! This allows him to control all the starting dwarves that were later discarded.

His company will be an [Unexpected Party](#) of dwarves. With the Dwarven Ring his DI is (6+3+7=16) and body (8+0=8). The Ring will give him 11 prowess. This is quite a powerful dwarf: 10/16/11/9. This character will tap to face two strikes a few times knowing Cram or Healing Herbs can untap him later. His Sage skill will be useful in playing Test of Lore. Free to Choose will be played on the Ring of Power. The effect is lowering the CP of an item with 3+ normally CP by two. If you play Free to Choose on the ring, then discard the stage event avoiding the corruption check.

CHARACTERS

All your characters are dwarves from four different houses (2 Longbeards, 4 Ironfists, 1 Stiffbeard, and 3 Firebeards). There is one dwarven grey agent. Seven dwarves are non-unique. Of the 9 unique dwarves three will start. Two will have a home site in Wilderland and another in Far Harad. There is a good mix of mind. Nine of the dwarves have a body less than eight. This is why there are three Dwarven Chain-shirts and Clad in Mail-shirts in the deck. Six dwarves carry one corruption point. Rangers and Sages are the gems for this player.

Nar (Tupor) is a firebeard to lead a strong company. His six mind grants him 5 prowess and 3 DI against dwarves. He hates orcs and wolves. A home site of Barak-Shathur is nice to play near Eorstan. His Diplomat skill will not be needed and his special ability is keeping any resource in hand that modifies a riddling roll. No riddling is expected.

Dar is a dual character. His 4-mind is average for a 4 prowess Sage. But a 7 body will need to be improved. He has +2 DI against Dwarves. His special ability will be used: tap to take one Dwarven Cunning from the discard pile to your hand. Nirad-Dum and Tul Harar are his home sites. His discarding will be problematic of his play: 3 turns to Nurunkhizdín.

Borin is a four-mind Scout firebeard. His prowess of 4 prowess and 8 body are nice. A 1 DI can be useful. He hates orcs and drakes. His special ability is to wound himself to cancel a Trap attack. This ability will be vital when visiting Vaults of Utumno.

Norin is an angry Ironfist from Nurunkhizdín. He is disgusted about creatures: +2 prowess against Men, Orcs, and Trolls. But his normal 3 prowess is low for a 4-mind Ranger. Swordmaster can be played on him.

Dworin is just an Ironfist Warrior who bash orcs. He hates orcs and drakes with his 5 prowess. He starts the game to provide a strong arm to face tough strikes. His special ability is to tap preventing discarding Old Grudge that phase. Hope to draw that resource soon into the game.

Óin is the only 3-mind unique Longbeard dwarf. His Ranger and low-mind are a premium. He carries though one corruption check.

Frár is the lowest mind unique dwarf. His Ironfist Scout beard will be useful as a follower. He also carries one corruption check; he hates orcs. A +1 to under-deep rolls is his ability. A low 7 body will put him at risk so maybe keep him out of play until he can wear armour.

Loni is a more useful dwarf. This Ironfist is 2-mind, has good 4 prowess, but horrible 6 body. He has +1 prowess against Orcs and Trolls. But his prize ability is tapping to shuffle a food item from the discard pile. You might want to park him at a haven when played – hopefully at the end of the first deck so he can tap to fetch those food items used to start the second deck.

Attack-Lord is an odd non-unique hero character for being 2 MP. This 5-mind dwarf can tap to give +1 prowess to all dwarves against one attack or in combat. This though will expose him to defeat. He has 3 DI against dwarves of lower mind and prowess. He hates orcs, trolls, and drakes. As only a Warrior he is the bodyguard for others. A 5 body will help him stay unwounded against 12 prowess strikes, but 7 body will not keep him around. Increase the body to keep him in play.

King's Judge will be a useful Diplomat to play the giant ally. 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 can be used.

King's Advisor is a rare dwarf Sage. He costs 3-mind and his 6 body is dismal. But he hates orcs and can tap to fetch His Beard Long and Forked from the discard pile. But that resource is not in the deck. His usefulness is as a back-up to Dar. Two are in the deck.

Mountaineer has 2 prowess and +1 prowess against Orcs and Trolls. This 2-mind is a Scout. His special ability is tapping at the end of the organization phase to allow his company to move through a mountain region and not stopping in the region. Not sure how this is useful, but depending on the Division to face in the first four turns may drive this player either into the Northern Waste or across the Misty Mountains.

Dwarven-Miner is the other 2-mind non-unique dwarf. He too has corruption and influence

negatives, but hates orcs and trolls. 3 prowess and 6 body are adequate if he can get assistance through Dwarven Chain-shirt and Clad in Mail-shirts. His special ability is +1 to his company's underdeep movement rolls. Three copies will help at least one in play during the second deck.

COMPANIES

The starting company must be able to play any skill resource and move great distances without healing. It will have all the skills. Dar is the only dwarf you want to stick around for later. He is a Sage so protect him. Discard Promise of Treasure soon into the game; he has it to free room in the deck. Nar is a strong Firebeard capable to control Oin. Mountaineer may help with finding short-cuts. Dworin is only a Warrior, but a strong character. He will protect the Sage and the Ranger. Durin's Day will wait for the avatar.

Once your dwarf-lord appears you should begin building your two main companies: Captains and Beards. You start at Iron Hills to be closer to Mirkwood. Move westward playing minor items getting closer to Glittering Caves. But you may need to move to Blue Mountains for healing.

<i>starting company: at Iron Hills Dwarf-hold</i>			
<Rumor of Rings> <Son of Thror>			
2 Nar	6/2/5/8	W/D	
1 Dworin	4/0/5/8	W	Cram
1 Dar	4/0/4/7	W/Sa	Promise of Treasure
1 Oin	3/0/3/8	W/R	Lost Tome
Mountaineer	2/0/2/7	W/Sc	

The Captains will have Thráin as the leader. This is the company that will go into the under-deeps. It will have An Unexpected Party to control Miner and Frár – both provide +1 to Under-deeps movement. However, be careful of that permanent-event since it will be discarded if two 6+ mind dwarves are in the company. Therefore, keep Nar away from Thrain's company. New Friendship will help with corruption and maybe a surprise influence check of a minion dwarf if you can get the check to go your way.

Thráin has Last of the Seven when he does not wear a Dwarven Ring. Thráin without the ring and with Last of the Seven has 9 DI, 10 prowess and 9 body. Borin will have a dwarven light stone after playing the Dwarven Ring. This company has a base +5 to under-deeps rolls. Dar is the Sage When He Knows Anything and will have 8 body wearing a Dwarven Shirt. Miner is there for +1 to movement. Frár also has a Dwarven Chain-shirt for 8 body and +1 movement. This company is low on items so to carry food items and gold rings. Only Thráin has corruption problems with 3 CP. An Unexpected Party will allow easy use of the no MP characters with this company.

#1 Captains	<An Unexpected Party>		[Udeep rolls +5(+9)]	
Thrain II-L	10/11/10/9	W/R/Sa	3 lb10	[DR], Last [10/14/11/9]
Dar	4/0/5/8	W/Sa	1 sb4	shirt, Anything
Borin	4/1/4/8	W/Sc	1 fb4	light-stone
+ Frár	2/0/3/8	W	1 if2	shirt

+Miner	2/0/4/6	W	1 dw2
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Beards will play the remaining resources including the giant ally. Attack-Lord (W) will have another suit of Dwarven Chain-shirt and control Ranger Óin. ~~Elven Rope is for Óin allowing his company to move five regions to High Pass.~~ Nar is a Diplomat, and wears a Lesser Ring to control Norin. Norin wields Dwarven Axe for 6 prowess and has been given a Promise of Treasure. That weapon has Map to Mithril for +3 prowess, but peaks with Norin for 8 prowess or 10 prowess against OTM. This should be a strong company, with three 5+ mind dwarves ready to meet with Lord Thráin at Moria. If you see a Felagrog's company on the surface, then attack them if you think you can profit from it. Norin has 9 prowess Orcs, Men, and Trolls. Nar can replace Attack-Lord. This company has no sage. Thus, Advisor might have to be played at Aglarond just for using Test of Lore – discard next turn. But this company has two Rangers.

#2 Beards

Nar	6/5/5/8	W/D	1 if7	lesserRing
Norin	5/0/8/8	W/R	2 fb4	dwarven axe, Mithril, Promise
Attack-lord	5/3/5/8	W	0 dw5	shirt
Oin	3/0/3/8	W/R	1 lb3	

These two companies require 11 GI and leave you 6 free GI. When the dwarven ring enters play that is 7 more DI the dwarf-lord can use to play dwarf characters. Clan Bonds can help bring in dwarves into play at the new dwarf-holds.

There are two true reserve characters. Miner will replace the other Miner in play. Advisor will be played if Dar is killed.

ITEMS

This dwarf-lord has 16 items. That is a lot of items, but 9 are minor items. There are four rings, two special, both Ores, and a major item.

Dwarven Axe is the only weapon, but it is a beauty. A dwarf receives +3 prowess (max. 8) and two corruption points. Map to Mithril is played on this item.

A Dwarven Light-stone, an Ore, can be played at Rusted-Deeps before making it into a Lord-haven. The minor items can be played in Eriador and Rhovanion away from Dark-holds.

Dwarven Chain-shirts will help with your low body dwarves, but is only played when playing a dwarf character.

Ithildin an Ore found at Moria or any site in Hollin if played by a Longbeard Dwarf. This item gives 2 MP for 2 corruption points. Tap bearer and discard the item to untap bearer's current Dwarf-hold or Ancient Dwarf-ruin. Bearer makes a corruption check when this item is tapped. Moria, Gaurblog Lug,

~~Elven Rope may be odd for dwarves, but this item allows a Ranger to tap allowing movement of one extra region. This will be done a few times per deck. Keep this item with the company at Glittering Caves. Shimmer of Hope can help move additional regions.~~

Lost Tome is a starting item allowed by a stage event. This item can be discarded to visit a hidden site with gold rings or major items (e.g. Barad Thathren, and two sites in Mordor). The item though was selected to be used allowing Information played at Moria. Then a Game Point card will be Look More Closely Later to untap that site or Far-Sight to get Precious Gold Ring

into the hand if the dwarven ring is discarded.

There are many food items at the count of 5. Miruvor is there to help with low body. Cram untaps and allows 5 region movement. Healing herbs, well can heal. You will likely have Healing Herbs on Great Secrets Buried There each for the first two decks. This means that expect to play this food item 3x in the first two decks. Corruption may be a problem. Let the lesser dwarves carry the food items. You have two copies of Cram and Healing Herbs to untap dwarves, which survived since you played Miruvor. Try to have three food items with the Captain company before moving to the Under-Gates or to Moria.

Rumor of Rings will hold the Lesser Ring and Dwarven Ring. You have two precious gold rings to be tested by one copy of Test of Form. When both special rings are in play keep one precious gold ring in play to be able to quickly test a gold ring. The Dwarven Ring is to fetch minor items that you expect to need often. Thrain can move to sites adjacent to Redhorn Gate to play these minor items. The Dwarven Ring of Thelor is used since Narin has a nice ability with it if he must wear it. The ring will grant +7 DI, +4 prowess, and +1 body.

ALLY

A More or Less a Decent Giant will be played by your surface company in Eorstan and in Ered Lithui. He is a Warrior with a strong 5 prowess to take a big strike. A Diplomat must be in the company to play this ally and only one can be in a company at a time. Thus, the first copy will face the worst strikes. Try to play a copy at the dwarf-hold before move westward. It will be tough for the giant to be in the Under-deeps with Lord Thrain.

Alfur is a Broadbeam Dwarf ally with a home site of any Under-deeps with a hoard or in the Northern Waste. Giving him to Lord Balin for bonus for having another tribe was considered or to Alatar with all the Traps attacks for him. When you play this item you need to discard a treasure item or wound the ally. Tap the ally to cancel a strike from a Trap-attack against his company. The Vaults have a nasty Traps attack. There are plenty of sites to play this ally. His three mind comes with 3 prowess and 9 body.

FACTIONS

Folk of Durin can only be played if you have Reconquest of Khazad-dûm in play. It is a massive 4 MP faction needing a result of 15 to play (Lord of Dwarrowdelf +5, Longbeard +2). No Strangers At This Time will be a Game Point card. If that is played once Moria becomes a border-hold, then it will be easier to get Mining Settlement on that site. Discard Mining Settlement on Glittering Caves when Moria is a dwarf-hold. Recycle it with Smoke Rings.

Mornaugrim is a dual dwarf faction. It is playable at Mines of Angurath if the influence attempt is greater than 9 (dwarves +3, overt -3, hero -3, any Orc faction in Mordor or adjacent regions -3). Normally 2 MP, but 4 if you have a Dwarven Ring in play. Tap this faction to grab from discard pile Dark-forges, Reforging, or Iron-Pit. Use Wondrous Maps in Horse Plains to reach the site then move westward to Under-Galleries taping that site for 1 MP.

MISSIONS

You have several missions. The quest to take back Moria is written elsewhere in this scroll. **When I Know Anything** will help Lord Thráin with corruption checks. ~~Durin's Axe is another item with hefty corruption.~~

Returning with stolen knowledge of demons and fallen-maia will help your cause. Visit a

realm not seen by man or dwarf since the Age of Trees. First, create preparation sites for your move to Moria. Late in the first deck move to The Rusted-Deeps to play Deep Mountain Fortress. It has an AA of Drake at 2s11p. The stage event has another attack of Drakes 2s13p. You can play Dwarven Light-stone before you play the stage event to tap the site. These attacks should be able to be faced to allow the stage event to be played. This will allow the site to be a Dwarf-hold and protected Lord-haven.

Try to move the surface company to Durin's Tower and fetch Ancient Stair at this time. Likely, no minion can follow you there. You have to be at Moria for a turn before moving to the hidden site. [Map of Mithril](#) is inverted at Moria, which is hoped played when visiting Durin's Tower. Store an inverted event to place on a non-unique item for +3 prowess.

From The Rusted-Deeps move twice to the Vault of Utûmno. This can be done with two turns. Use Into Dark Tunnels fetched by Dwarven Galleries when moving. Tapping that site will become a Stolen Knowledge. Once stored spawn and fallen-maia attacks have one less strike, -1 to body, and -1 to prowess. Tap Borin to cancel the Traps AA. Else use both Dwarven Light-stones with Clad in Mail-shirts to give the Trap attack an effective 4 prowess!

Now follow some Wondrous Maps into Horse Plains. Move down to Mines of Angurath to play a dwarf faction. You need to discard Lost Knowledge, tap a sage or tap an avatar to reveal the site. You can move to Under-Courts on a 6 roll, then to Sulfur-Deeps on a 5-roll, next to Under-Gates on a 5 roll. You can instead playing Mining Settlement on Oraishapek's Mound allowing Deep Mines. Now Gnawed Ways to Mines of Angurath. In two turns, one with Into Dark Tunnels, to reach Rusted-Deeps (MA-UC-MF-RD).

[Aglarond](#) is the last mission. Play this event at Glittering Caves to make it a Border-hold and Dwarf-hold when possible. The site is never discarded or untaps for you. Play Mining Settlement to make it a Lordhaven. Guarded Haven is next to play on it. It is five regions from Blue Mountains to Gap of Isen, then seven regions to Eorstan and Iron Hills. Now you have two Lord-havens and dwarf-holds at strategic locations. Clan Bonds allows playing dwarves at dwarf-holds.

[To the Uttermost Foundations](#) will be attempted. Play it once you reach The Rusted-Deeps and untap it later. Hope to untap the event before reaching a Deep Mountain Fortress Rusted-Deeps, else you will have to wait until Moria becomes a Lordhaven. Dwarven Galleries makes this a 2 MP card.

GATES OF MORNING

[Free to Choose](#) lowers the CP of target item by three instead of two when Gates is in play. Three copies of this event will help pass three CC. When I Know Anything should help at least three more CC in the second playdeck. Other CC by the dwarf-lord should be supported by those tapping in his company. Free to Choose is in the sideboard. Expect to play this card 4/6 after the first deck. Marvels Told can be used by an avatar ring bearer.

AULE'S FOLK

Movement over the map is difficult to play the dwarves. [Clan Bonds](#) allows any dwarf character to be brought into play at any dwarf-hold if you have a company at the site. This is great to play dwarves either at Blue Mountains, Iron Hills, or the manufactured dwarf-holds of Glittering Caves or Mining Settlement. This resource has no discarding trigger.

This dwarf-lord has no boundary for his grudge. He needs courage, loyalty, and brawn. [Lucky](#)

Strike will help low prowess dwarves defeat strikes over 12 prowess or to take two strikes. Expect to play this event 8/9.

Dodge will keep a dwarf untapped during the move phase so to be ready for the site phase. Expect to play this event 8/9.

The Dwarves Are Upon You gives +2 prowess, but -1 body to all dwarves against an attack. This is great for attacks with many strikes or for combat. Miruvor should be used in conjunction with this resource. Expect to play this event 8/9.

Old Grudge is a permanent-event modifying dwarf prowess against certain attack types. They receive +1 prowess (+2 Longbeards) against Orcs, +1 prowess against Trolls, Drakes, and Dragons (+2 Ironfists). If any attack of these attacks is defeated with one Dwarf present, then the event is discarded. Dworin can tap to prevent this card from discarding. Do that for more use.

Marvels Told is the prime mechanism to remove hazard permanent events not played on characters. Remove hazards greatly bothering you such as underdeep or anti-dwarf hazards. Discarding this resource from hand is unacceptable.

New Friendship will help with corruption checks with a Diplomat, but there are only 2 such dwarves in the deck. Do not expect to use this card during the first deck and just used 2/3 for the second deck. Strongly consider this card to be placed in the sideboard after second exhaustion for use during the Council corruption checks. Lord Thrain and the bearer of Map of Mithril may need help at that time.

Hunting Orcs is a long-event that fetches Wondrous Maps from the discard pile or sideboard and expands its play. Dworin can tap to keep Hunting Orcs in play. The usefulness of the resource is expanding the playability of Dwarven Warparty to the under-deeps.

Wondrous Maps is used as a site card in a Shadow-land. There you can play minor or major items after facing a tough Orc four strike attack with 7 prowess. Use this event to play your minor items when no other site is available.

~~**Dwarving Cunning** can create a Trap attack at a dwarf hold. But use it to cancel a Trap attack at Vaults of Utumno. Dar can tap to fetch that event or wound Borin to cancel the attack. Place this event in the sideboard after the first exhaustion for later discard pile dumping.~~

Children of Aule give +1 body to all dwarves in play (in the Division). But it is a Long Event useful once a deck, but maybe use Smoke Rings for recycling.

UNDER-DEEPS

The only UD sites you are interested in are those under Wilderland, under Mordor, and Illuin Mountains. The Rusted-Deeps is your main UD site; it will become a protected Lordhaven by you using Deep Mountain Fortress.

Dwarven Light-Stone, Frar, and Miner are the only permanent bonuses for under-deeps movement. Children of Aule is a Long-event providing +1 to movement rolls for each tribe in the moving company. The Beard company (Thrain) can have up to four tribes.

Dwarven Galleries is included mainly for Secret Ways, and **Into Dark Tunnels**. **Secret Ways** boost +4 to under-deep rolls. That means you guarantee movement to all the sites you expect to visit. Another resource to be fetched by that stage resource is **Dry Tunnels**. It is a short-event preventing the play of the hazard River. The Way of Shut has a chance of not stopping this company. Start at The Rusted-Deeps and move west playing items for your quest. **Gnawed Ways**

allows you to reach an under-deeps site with a surface site adjacent to target Deep Mines site. Ered Lithui can reach Mines of Angurath, Turukulon's Lair can reach Under-Gates or Gem-Deeps.

Ancient Stair keeps the dwarves alive by removing a return trip. Try to fetch this resource by visiting Durin's Tower.

Rolls for under-deeps movement from Rusted-Deeps are high at 8 to Ruins of Kheledkhizdin and Cobalt-Deeps. A 9 is needed to move to Wind-Deeps. Movement to Vaults of Utumno is a 7. Use Secret Ways and Into Dark Tunnels for that journey.

Twelve sites are available for tapping. Think about entering The Under-Courts just to face a Nazgul permanent-event to attack to aid Frodo. You want to keep a circuit of sites good to use to play minor items that were grabbed by the ring of power. You still need to play a major weapon item, and the light-stone.

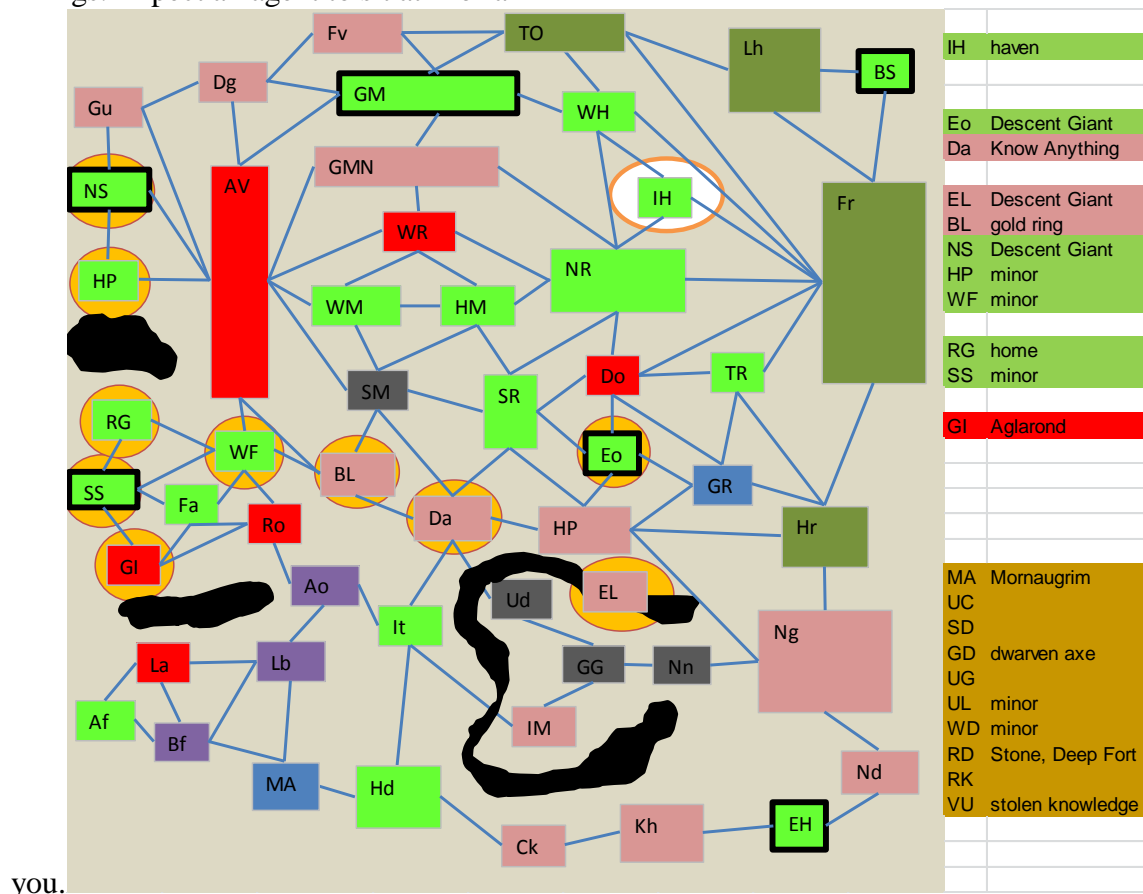
Mordor has four sites: Sulfur, Courts(nazgul), Galleries(site), Angûrath (faction)

Misty has four sites: Gem (ring), Gates, Leas, Wind

Wilderland has four sites: Cobalt, Rusted (haven), Falek-Dim(ring), Vaults(site)

AGENTS

Your resource is **I Know Much About You**. This resource will stall agents attacking you at the site. Consider this event to a great asset when moving in the area known for Nameless Things. Expect an agent to sit at Moria



Iron Hills	F	Iron Hill Dwarf-hold	thrain, dain	.	
Eorstan	S	Gaurblog Lug	thrain	Orcs	
Ered Lithui	R	Oraishapek's Mound	thrain	Undead, M	
Dagorlad	R	Amon Lhaw	thrain	.	
Brown Lands	R	Bandit Lair	thrain	Men	
MM-Northern Spur	R	Sonondor's Mound	thrain	animal,Be	
High Pass	R	Giant's Isle	thrain	Giant	
Redhorn Gate	S	Moria	galadriel, thrain	Orcs	
Dungeon	R	Durin's Tower	thrain	Traps	
MM-Southern Spur	L	Turukulon's Lair	thrain	Dragon	
Gap of Isen	R	Glittering Caves	thrain	Pûkel-cre:	
Underdeeps	R	The Rusted-Deeps	thrain	Drake	
Underdeeps	S	Vaults of Utûmno	thrain	Undead	
Underdeeps	S	The Cobalt-Deeps	thrain	Orcs	
Underdeeps	R	The Wind-Deeps	thrain	Orcs	
Underdeeps	S	The Under-leas	thrain	Orcs	
Underdeeps	S	The Under-gates	thrain	Balrog	
Underdeeps	R	The Gem-deeps	thrain	Undead	
Underdeeps	D	The Sulfur-deeps	thrain	Trolls	
Underdeeps	D	The Under-courts	thrain	Trolls	
Underdeeps	D	The Under-galleries	thrain	Trolls	
Underdeeps	S	Mines of Angûrath	thrain	Dwarves	

SITES

You will be staying in Wilderland and the Misty Mountains. Mordor may be visited. The one natural haven that you will visit is Iron Hills. Your sites are those not used by other players such as those bordering to the north of Mordor and those that are near to the goblin-holds in the Misty Mountains. No two sites are in the same region. Only Moria is shared that has an automatic-attack. Thrain will visit the most under-deep sites 11 or half his sites. Thrain's quest is so secret that only one non-dwarf hold site is shared with another avatar. Gold ring sites are a premium with this player. There are three such surface-sites only for him to tap. Site automatic-attack types include pukel, drake, dragon, trolls(3), orcs(5), men(2), giant, undead(2), animal, traps, and dwarves.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	1	0	10	1	7	3	22

No Free-holds or Border-holds need a visit. Half of the sites are Under-deeps. Note that you have five sites to play the giant ally with two of the three gold ring sites among that list. And giant can be played at tapped sites.

Many Ruins will be visited. Further south is **Giant's Isle** to play minor items. You need to tap a Scout to reveal this hidden site. Tap a Diplomat to cancel the single strike with 12 prowess Giant attack. Travel from the west to **Turukulon's Lair** to play minor or gold rings. The Dragon attack is the weakest at 2 strikes with 9 prowess. **Bandit Lair** only has gold ring items. Face the weak Men 3 strikes with 6 prowess attack. **Amon Lhaw** has the Light Enchantment When I Know Anything. Beware of agents.

The Gem-Deeps has gold rings and major items. Use Gem-Deeps to play the major item. Leave **Glittering Caves** untapped in case the axe is discarded or you need minor items just before moving to **Moria**. Try to play the first gold ring in Eorstan. **Oraishapek's Mound** is available for playing a major battle-gear item or a giant ally if you do not want to tap Núrunkizidin at the time.

Gaurblog Lug is one of two surface Shadow-holds to tap. Play a gold ring item after facing the strong 3 strike with 8 prowess Orc attack.

Seven sites under Wilderland, one in the Northern Waste, and three under Mordor are on your map. Healing is the issue. Deep Mountain Fortress will be made under Iron-Hills at Rusted-Deeps. Healing is critical for you. Great Secrets Buried There hopes to put Healing Herbs on the hazard card for you to later harvest.

Once you are able to venture into the Under-deeps you can stay there until moving to **Under-Gates**. You can visit three to five sites before the battle. This can be done with Thráin's company playing minor items just before he travels to Moria. Movement rolls are better in that route. This will draw a Troll leader company to you and away from Moria. With so many sites with multiple AAs the play of Forewarned is Forearmed is vital. That resource event will be played by Galadriel.

Use Wondrous Maps to visit **Mines of Angurath**. Either return up or move northwestern. Three sites under Mordor and Dol Guldur have trolls.

Drakes are under the Grey Mountains. **Rusted-Deeps** has a Drake attack of 2 strikes with 11 prowess, but any Dragon of Wilderland can be keyed to the site. Tap the site with an item, then build a Lordhaven. Arrive at **Vault of Utûmno** in two moves. The first attack is Undead 3 strikes with 12 prowess. You need both Dwarven Light-Stones to handle the Traps attack with 10 prowess-lower it by -4 to six prowess. **Mines Falek-Dim** is a Ruins with Undead.

Wind-Deeps has an Orc attack of 3 strikes with 7 prowess, but any Drake can be keyed to the site. **Cobalt-Deeps** has Orcs of 5 strikes with 8 prowess. **Under-leas** has Orcs.

Gem-Deeps will be picked for Thrain. Pukel-Deeps is for Theoden King. Undead are found there at three strikes with 9 prowess. **Under-Gates** is under Moria. **Sulfur-Deeps** has Trolls.

Movement on the surface may require multiple turns. Seven regions separate Gap of Isen from Eorstan and Iron Hills. Use Amon Lhaw and Bandit Lair for Eorstan. Use sites in Anduin Vales for Iron Hills travel. Cram will be used during the first two turns mostly for movement.

PLAYING RECONQUEST TO KHAZAD-DUM

You will need help in fighting Felagrog minions. Clan Bonds will allow to play dwarves nearby at Glittering Caves. The Dwarves Are Upon You will boost prowess.

Iron Hills is six regions away from Redhorn Gate. You can discard Cram and tap Elven Rope to move in this manner in one turn (Iron Hills-Northern Rhovanion-Woodland Realm-Anduin Vales-Wold and Foothills-Redhorn Gate). Else first move to Glittering Caves before moving to Moria. The company at Rusted-Deeps can move to Under-Leas.

The strategy is to move two companies to the Misty Mountains. The surface company will move first to Moria by surprise and play Return to Old Dwellings. You just need an untapped 5+ mind dwarf to play this mission. You will have three such dwarves in the surface company. First, you have to face the AA of Orcs 4s7p. Assume Pass the Doors of Dol Guldur is not stored. Norin will not tap.

Moria AA: Orcs 4 strikes at 7 prowess

name:	modifiers:	roll needed:	modifiers.
Nar	5+1+0-0=6	1	base+hatred
Norin	3+2+4-3=6	1	base+hatred+axe-no tap
<i>Attack-lord</i>	5+1+0-0=6	1	base+hatred
Oin	3+1+0-0=4	---	base+hatred
Giant	5+0+0+0=5	2	base

Return to Old Dwellings is played. Face an Orc attack at 6 strikes with 9 prowess: Nar, Giant, Attack-lord will be tapped to face one strike from the attack. Norin will not tap to face the strike. Oin takes the last strike. The extra strike will go to Oin. Then the hazard player is allowed to play a creature from almost anywhere. Play Dodge on Norin to take the strike from this attack to allow Norin to tap afterwards to keep the event in play.

Return to Old Dwellings: Orcs 6 strikes at 9 prowess

name:	modifiers:	roll needed:	modifiers.
Nar	5+1+0-1=5	4	base+hatred-tapped
Norin	3+2+4-3=6	3	base+hatred+axe-no tap
<i>Attack-lord</i>	5+1+0-1=5	4	base+hatred-tapped
Oin	3+1+0-1=3	6	base+hatred-tapped
Giant	5+0+0-1=4	5	base

Afterwards this site is not discarded unless a minion faction or Invade Their Domain is played. Moria becomes a Ruins and all AA at the site are reduced to one strike. Expect at least two wounded at this point.

Then move the Captains company to Under-Leas. This company hopes to attract a troll company instead of it going to Moria. The Dwarves Are Upon You will be very useful at this time. There are alternate paths for this company explained later.

The danger in playing Halls is waiting at Moria for a turn. The next turn will have Thráin's company move to Moria. You may have a company of nine dwarves at the start of the site phase. Face the AA again, which will not need any of your dwarves to tap to defeat that attack. You can now tap Moria to play more minor items. These items will be discarded after playing the event so

to be prepared for CvCC untapped. Play Halls of Khazad-Dum, explained below, and tap a dwarf with a mind of 5 or more. This should leave you no untapped dwarves and some wounded dwarves – an easy target for trouble. Reconquest will be played in the second deck after Lord of Dwarrowdelf. Try to play Folk of Durin early in the second play deck.

Felagrog will seek revenge. You should heal at Moria and may be send away a small company to play minor items. Reconquest requires you to defeat the Hog. He will not attack you at Moria if you are strong; he will wait for you below while he sends his minions to you before he arrives. But he will return; his pride will burn him as lava pooling from a volcano. Use Dwarven Light-stone to reduce Orc attack prowess.

Moria AA: Orcs 1 strikes at 7 prowess

name:	modifiers:	roll needed:	modifiers.
Thrain	$7+2+4-3=9$	-3	base+hatred+origin+ring-no tap

Halls of Khazad-Dum (1 of 3): Orcs 5 strikes at 8 prowess; tap dwarven-light stone = 5s6p

name:	modifiers:	roll needed:	modifiers.
Thrain	$7+1+5-3=10$	-4	base+hatred+origin+ring-no tap
Dar	$4+1+1-0=6$		
Borin	$4+1+1-0=6$		
Frar	$2+1+1-0=4$	2	
Miner	$3+1+1-0=5$		
Nar	$5+1+1-3=4$	2	base+hatred+origin-no tap
Norin	$3+2+5-3=7$	1	base+hatred+origin +axe-no tap
<i>Attack-lord</i>	$5+1+1-3=4$	2	base+hatred+origin-no tap
Oin	$3+1+1-0=4$		
Giant	$5+0+0-3=2$	w	expect to be wounded already

Halls of Khazad-Dum (2 of 3): Orcs 3 strikes at 11 prowess

name:	modifiers:	roll needed:	modifiers.
Thrain	$7+1+5-3=10$	1	base+hatred+origin+ring-no tap
Dar	$4+1+1-0=6$		
Borin	$4+1+1-0=6$		
Frar	$2+1+1-1=3$	t	
Miner	$3+1+1-0=5$		base+hatred+origin
Nar	$5+1+1-0=7$		
Norin	$3+2+5-0=10$	1	base+hatred+origin +axe
<i>Attack-lord</i>	$5+1+1-0=7$	4	base+hatred+origin
Oin	$3+1+0-0=4$		
Giant	$5+0+0-2=3$	w	expect to be wounded already

Halls of Khazad-Dum (3 of 3): Troll 1 strike at 14 prowess

Thrain	$7+1+5-3=10$
Dar	$4+1+1-0=6$

Borin	$4+1+1-0=6$	8	base+hatred+origin
Frar	$2+1+1-2=2$		
Miner	$3+1+1-0=5$		
Nar	$5+1+1-0=6$		
Norin	$3+2+5-1=9$	t	base+hatred+origin +axe
<i>Attack-lord</i>	$5+1+1-1=6$	t	
Oin	$3+1+0-0=4$		
Giant	$5+0+0-2=3$	w	expect to be wounded already

At this point you can tap 2 dwarves (Dar and Oin) to assist Borin or help Thrain. If so, then Frar and Miner are untapped to play minor items. Thrain is available to tap keeping this resource in play.

This scenario allows the playing of Halls of Khazad-dum with no dead You can discard two Cram to untap Lord Thrain and Norin. Attack-lord can tap for +1 prowess against one attack, but looks to be dismal with either too low or too high rolls needed. Tap him for combat. You may want to play a non-unique dwarf with the Beard company before moving to Moria. This all assumes no trouble from hazards moving to or at Moria. Now, Moria is a Border-hold. Get Dwarven Cunning on the site too.

Reconquest of Khazad-dum can now be played. Keep a company at Moria. Felagrog loses Moria as a darkhaven. When Felagrog is killed Moria becomes a free-hold and dwarf-hold with a dwarf AA of 4 strikes with 10 strikes. Play Mining Settlement then on Moria to make it a Lord-haven. If safety is needed, then move some dwarves to Durin's Tower to hide from minions. Tap the avatar to fetch Lord of Dwarrowdelf for its +5 DI. Get more dwarves there quick!

Kingdom of Old Restored is for the Power Deck giving Thrain 21 DI. It will be possible for all the dwarves of this deck to be in play minus Nar using 15 GI.

BALROG of MORIA

Durin's Bane is your enemy. You want to be ready before you meet him. Felagrog will stay in the under-deeps. He might bother you when you visit the Sulfur-deeps if you get lost (i.e. Earth-Tremors). You need to boost Lord Thrain when you fight the Felagrog. Lord Thrain with a Dwarven Ring, Last of the Seven, discarding miruvor, Dwarves Are Among You, Origin is 14 prowess, 11 body, and 3 CP. Boost his prowess more with Lucky Strike. Flame of Udûn with Tongue and Thongs and tapping for the strike is 13 prowess and 11 body. If you wound Felagrog he will soon scurry back home to return with his minions.

Thrain: base(7/08), Miruvor(0/+2), Ring(+4/+1), Upon(+2/-1), Origin(+1/0) [14/10]

Felagrog: base(8/11), Flame(+3/0), Thongs(+1/0), Tongue(+1/0) [13/11]

STAGE RESOURCES

Thrain has 9 stage resources. Some will be played late into the game. **Son of Thror** will fetch Last of the Seven and Test of Fire early in the game. Then later fetch Lord of Dwarrowdelf. **Last of the Seven** is to lower the corruption on a Dwarven Ring. Discard this stage resource if Free to Choose is played on the Ring of Power or another Dwarven Ring is in play.

Promise of Treasure is there to give a company three 5-mind dwarves and aid in the corruption using Map to Mithril. Promise of Treasure event may be discarded once Lord of Dwarrowdelf is played. The stage event gives full MP to Return to Old Dwellings. This final situation is 4 SP (LD, ST).

Mining Settlement and **Deep Mountain Fortress** are necessary for playing characters and healing. Play Guarded Haven on Glittering Caves. These give 4 SP.

Dwarven Galleries need 5 SP for playability. Discard it once Lord of Dwarrowdelf is played. Aglarond and Mining Settlement on the Glittering Caves will provide a near Lordhaven if you need to heal or retreat. This permanent-event makes store To the Uttermost Foundations 2 MP.

When **Lord of Dwarrowdelf** is played, you will have 8 SP. (Son1, Promise1, Promise1, Galleries2, Mining1, Fortress.2). You need all these cards to be in play for the stage point cost to play LoD. You might have to fetch LotS using Son of Thror for those eight stage points. Now is the time to discard Dwarven Galleries and Promise of Treasure to lower to 8 SP. Play the faction **Folk of Durin** to have 10 SP. Mining Settlement will be played on Moria once Felagrog is dead. It will be discarded from Glittering Caves.

Durin's Day will start, even though it cannot. It gives one corruption point allowing to grab at the end of the turn Dragon-lore, Dwarven Hoard, or An Unexpected Party. Only the last is in the deck. Get that resource in play, then discard this card.

Glades of Flowering Stone is a 3 SP event playable on The Gem-deeps if your Dwarf-lord is there and Gem-deeps or Glittering Caves is a Haven or Border-hold. You can place any of your Dwarves "off to the side" with this card. You can play the dwarf there during the organization phase. When a dwarf is with this card the site is not leave play. Ever two dwarves placed with the card gives 1 faction MP and the prowess and strikes of all attacks at the site are reduced by 1 (min 1).

Behind Doors of Stone and Guarded Haven will be used in the Power Deck.

WILDERLAND DIVISION

You will be in the Wilderland Division with Radagast, Galadriel, and Thranduil. You will not be seeing Galadriel until you visit Moria. Radagast will grant you aid if you have trouble in Anduin Vales. Thranduil is isolated in Mirkwood. If you desperately need to play resources, then do so in Anduin Vales.

Lord Dain will be three regions away. You will be seeing him when you visit the Iron Hills. When you do visit Moria be aware that Balin and Thorin will be monitoring your progress. One or both of these Dwarf-lords may send a company to your aid. Númeriador is five regions away. Iron Hills is six regions away. Balin is playing Cram and Thorin is playing Master of Esgaroth. It is possible either company can aid you in one turn. Truly the War of Dwarves and Orcs.

Move to the Under-Leas using Into Dark Tunnels when the other company moves to Moria. Let the company at Moria use minor items during its first site phase. Then during the same turn with Thrain's site phase to tap the Dwarven Ring to fetch those items. Play the minor items at Under-Leas. Next turn, move Thrain to Moria using Into Dark Tunnels.

Moving in the under-deeps is to divide the Hog's forces and provide you with minor items.

RED DAWN

You do not have any mustering resources. You may want to use a Game Point for *The Doom of Choice* if the White Players in Wilderland are in despair. If so, then battle with Folk of Durin.

The ONE RING

You can aid in the recovery of the One Ring if it is played in Rhovanion. If it is played in the under-deeps by Felagrog, then you do have to attack him.

MARSHALLING POINTS

- C=8 You have three 2 MP dwarves. Two will be in play. There are eight 1 MP dwarves; four will be in play. With so much combat, you may have one more 1 MP in play.
- I=5 This is a pittance of Item MP for a dwarf. You have a weapon, special items, and rings. You do not want to risk more SP for more Item MP.
- F=4 Your only faction is worth 4 MP. You need to accomplish much to play it.
- A=1 The Giant is your only ally. He may be killed at Moria.
- M=6 This group does not include the making of your Lord-haven since it costs many SP, but worth 3 MP. Instead you have the first two Moria mission events and *When I Know Anything*.
- K=8 This is a lot of kill MP. This forces you to kill the Hog. Do not expect to have many dwarves alive if you attempt to kill creatures.

GAME POINT

A More or Less a Decent Giant, No Strangers At This Time, *The Doom of Choice* *No Strangers At This Time* can keep Moria in play after *Folk of Durin* is played on the site. The new automatic-attack I do not think will exist since no attack will be on the site. *The Doom of Choice* can have *Folk of Durin* move and battle. Select this card if the heroes are in dire straits.

PLAYDECK MANAGEMENT

Lord Thrain has 25 resources in the sideboard. There are a few methods to get all of them into the playdeck. Three copies of Longbottom Leaf will bring six resources straight into the PD. Timing the play of Leaf and having your dwarf-lord in play will be tricky. One Longbottom Leaf will be used in the second deck for the Moria mission. Another Longbottom Leaf will bring cards into play for the storage of Vaults of Utumno.

The dwarf-lord will tap twice times to bring 10 resources into the DP during the first two decks. Resources such as Rumor of Rings, New Tunnels will handle 5 resources. Use Smoke Rings for important table cards that were discarded or highly useful events. 22 of the 50 non-Leaf/Smoke cards are permanent-events.

1ST DECK - Dwarves & Weapons

Stay in Wilderland. Hope to play a gold ring item, a giant ally, or Information at this time. Keep Bandit Lair available for the surface company for later playing gold ring for later Lesser Ring. All sites can be reached from Iron Hills including the hidden site in Horse Plains. Move to Ered Lithui if Dwarven Axe is drawn quickly. Luck in the draw will provide you to be near to Glittering Caves to play Aglarond, and then the avatar can be played the next turn. Move towards Gap of Isen when that event is drawn. From either dwarf-hold, it will take two turns to move. Be careful to maintain the correct company composition.

With the first eight cards to begin the game, you need to draw either the Information, a gold ring, or ally. Visit Barak Shathur if only minor items were drawn. Move to Nurukhizdin if nothing is drawn. From there, it is easy to play a ring, Information, or the giant ally. If still nothing to start Turn 3, then move to Osgiliath to play minor items. You are still close to the eastern sites if the Information or gold ring is drawn. If still nothing to start Turn 4, then move back to Nurukhizdin. If Dwarven Axe is drawn without Aglarond, then play the axe in Ered Lithui. Gaurblog Lug will be used for the first ring site followed by Gem-Deeps if this happens. Expect to exhaust on Turn 9.

Use Longbottom Leaf to get the right resources in the playdeck near the end. Rumor of Rings will hold the two ring special items found in the sideboard. One bag of LBL gets into play Mining Settlement when Aglarond is in play and Dwarven Galleries when 5 SP are in play. Discard a LBL if drawn too early or the second event. The discarded copy will be sent to the sideboard. Tap the avatar once to shuffle these five resources: Test of Form, Free to Choose x3, Last of the Seven. Two of those can be fetched. Tap the avatar to shuffle Map to Mithril so that event is in hand when the surface company visits Durin's Tower.

Smoke Rings will shuffle gold ring items until the Dwarven Ring is played. Else shuffle characters or Marvels Told.

An Unexpected Outpost shuffles Exhalation of Decay x3. You can use that event to fetch Ghosts or Barrow-wights to tap minions.

First Exhaust

Remove from the sideboard 5 hazards: Dragon Sickness x3, Earth-Tremors x1, Expert Treasure Hunter x1.

Place resources in the sideboard that can be fetched: Test of Lore, Last of the Seven, New Tunnels, a character, and ~~Longbottom Leaf~~.

2nd DECK

Continue to play rest of the table cards. Get the *Dwarven Ring* in play on either high-mind dwarf. Use the second *Longbottom Leaf* to shuffle *Deep Mountain Fortress* and *Dwarven Light-stone*. Then hope to get those cards in hand soon. Get to the Iron Hills on Turn 14. Play *Deep Mountain Fortress* and *Dwarven Light-stone* on the following turn. Use a turn to heal.

Move Nar to Moria on Turn 14 then to Durin's Tower on Turn 15 to play Map to Mithril. Move Nar back to Moria on Turn 16 to invert the event, then to Aglarond on Turn 17 for healing.

Tap Vaults of Utumno on Turn 16. Return to Rusted-Deeps on Turn 17. Expect to exhaust on

Turn 17. This means that the mission cards may be held in hand for some turns.

Tap the avatar while at Iron Hills to place five cards into the discard pile. Then tap the avatar to shuffle *Longbottom Leaf* as late as possible. You need to shuffle using *LBL Return to Old Dwellings* and *Hall of Khazad-dûm*. You will keep these in hand for a few turns.

Smoke Rings will shuffle *Marvels Told* and *Lucky Strike*.

An Unexpected Outpost shuffles *Greater Spectres* x3. Use this creature to fetch *Lure of Expedience* for playing on a target of these creatures.

Second Exhaust

Remove from the sideboard the last 4 hazards: *Fled into Darkness*, *Wielder's Curse*, and *Glance of Arien* x2. These hazards will damage *Felagrog*.

Place resources in the sideboard that can be fetched: *New Friendship* x3, *Last of the Seven*

3rd Deck

Move *Nar* to a site playing minor items on Turn 19. Then to *Moria* on Turn 20. *Lord Thrain* heals on Turn 18. He reaches *Moria* from the deeps on Turn 20. This is a long time for the surface company to wait. Therefore, tap the avatar while he is in the Deeps to let the surface company play minor items. Have four food items be moved to *Moria* by either company.

Lord Thrain will tap 3x to shuffle two cards (*Folk of Durin*, *Reconquest of Khazad-dûm*) and place in the discard pile *Lord of Dwarrowdelf*.

Smoke Rings will shuffle *Marvels Told*, and *New Friendship* from the sideboard.

An Unexpected Outpost shuffles corruption hazards like *Lure of Expedience* and *Dragon-Sickness*.

Possible Scheme

T1 Move to Barak-Shathur on Turn 1 to play a minor item. Keep two dwarves at Iron Hills including Nar and Dar.

T2 If Algarond is in hand before you start turn 2, then use Elven Rope to reach Glittering Caves. Else move all to Nurukhizdin.

T3, Nar company moves to Gaurblog Lug. This gives the second company two turns to play a dwarf character. Move Thrain Osgiliath for a minor item.

T4 Move to play minor items; Move to Gaurblog Lug for gold ring.

T5 Move to Iron Hills for healing.

T6 Move to Mathalburg - a border-hold.

T7 Move to Glittering Caves; play Agarlond.

T7 Play Mining Settlement.

T8 Play Dwarven Axe at Gem-Deeps.

T9 Thrain moves to Amon Lhaw or Osgiliath. Nar returns to Caves.

T10 Avatar taps to send To the Uttermost Foundations to the playdeck. Thrain moves to Iron Hills (Cram). Nar moves to play ally or gold ring.

T11 Heal. Send cards to discard pile. Nar back to Glittering Caves.

T12. Move to Rusted-Deeps. Play dwarven Light-stone and Deep Mountain Fortress.

T13 Play To the Uttermost Foundations. Thrain to Vaults of Utumno (Into Dark Tunnels). Nar moves to play ally or gold ring.

T14 Thrain to Rusted-Deeps (Into Dark Tunnels). Nar returns to GCaves.

T15 Heal at DMF. Nar CvCC Felagrog's minions on surface.

T16 Untap at DMF. Heal at GCaves.

T17 Thrain moves to Wind-Deeps for minor items. Nar untaps at GCaves.

T18 Thrain moves to Under-Leas for minor items. Nar to Moria.

T19 Thrain to Moria (Into Dark Tunnels)

T20 Tap Thrain to fetch Lord of Dwarrowdelf. Play No Strangers at This Time.

1	Dwarven Ring of Durin	rumor		
1	lesser ring	rumor		
1	dwarven light-stone		Leaf	
3	dwarven chain-shirt	Darmory x3		
1	Folk of Durin		dp213	
1	Mornaugrim	tap1		
1	Return to Old Dwellings		Leaf	
1	Hall of Khazad-dûm		Leaf	
1	Reconquest of Khazad-dûm		tap32	
1	Lord of Dwarrowdelf		dp311	
1	Deep Mountain Fortress		Leaf	
1	Test of Form	dp111		
1	Shimmer of Hope			
1	Into Dark Tunnels		dp211	
1	Secret Ways		dp212	
1	Gnawed Ways		dp214	
1	Wondrous Maps	Hunting Orcs	Hunting Orcs	
3	Free to Choose	dp112,dp113,dp114		
1	Long Bottom Leaf		tap31	
1	Dwarven Galleries	Leaf		
1	Mining Settlement	Leaf		
1	Last of the Seven	dp115		
25 resources				
E1	Test of Lore			
E1	Last of the Seven		dp215	
E1	New Tunnels			
E1	Wondrous Maps			
E1	a character			
E2	New Friendship x3			
E2	Last of the Seven			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	1	+1	0	0	2	+2
SB to DP	5	+1	5	+1	1	+1
Smoke	-	-	-	-		
Leaf	2	0	2	0	2	0
avatar card	-	-3	-	-3		
other	5	0	1	0		

HAZARD

Bring in different hazards after exhausting the deck if the situation calls for it. Try to focus using the hazards on Felagrog if at all possible. Once Felagrog surfaces for good, focus attacks on him.

CREATURES

You have 16 creatures in the deck from 21 creature cards. This dwarf has an undead and dwarf theme. You want to be able to hit under-deep companies. There are one Animal, 6 dwarves, 3 drakes, and 11 undead. Shadow-lands are the prime keyed element with 11 of the creatures keyed to it. Choking Shadows is not in a White player's deck for this Division.

Dwarven War Party has playability enhancement to under-deeps if Hunting Orcs is in play. This can surprise Felagrog. This leaves dwarf-holds and Ancient Dwarf-holds and regions to play this creature. Note that Cardolan has a dwarf-hold if that site changes type. Ancient Dwarf-ruins include regions Angmar, Gundabad, and Redhorn Gate. The 3 strike attack with 11 prowess and 5 body should tap all targets. Chill Them With Fear can modify to 5s13p5b. Naugrim adds that to 6s13p6b.

Carrion Feeders is another animal that will profit from the earlier mentioned creatures wounding minions. Each wounded character receives a single strike of 9 prowess with body checks from this creature modified by +1. But a character in the company can tap to cancel this strike. It can be keyed to Wilderness, Shadow-land, Ruins, and Shadow-holds (detainment).

Expert Treasure Hunter is for Dragon-Lords. Expert Treasure Hunter is only playable after a non-detainment dwarf creature or at a site with a hero dwarf company. The Hobbit has one strike of 12 prowess and 8 body. Attacker chooses the defender and all strikes must be given to the same character. Against Dragons the prowess is 15. Each successful strike does not wound, but an item is discarded from the company. Chill Them With Fear can modify to 3s15p8b. Thus, the target has a Hobbit strike of 17 prowess. You can discard a highly-valued Under-deeps item borne by a Felagrog's minion after the turn that minion CvCC you at Moria.

Nameless will hit the under-deeps. The three attacks of two strikes with 12 prowess will punish anyone. Even though attacks can be cancelled, this fella will survive.

Ghosts and Greater Spectres will hit the holds or be AA for under-deep Ruins. The latter creature allows playing a corruption hazard if its attack is not cancelled. Ghosts has a 9 prowess and expects to avoid elimination. Expect Greater Spectres to be killed each time played.

Mewlips is an odd Undead; it is keyed to Double Wilderness or Shadow-lands. The attack of two strikes with 10 prowess may have this creature killed, but will tap minions. It can be keyed to a Swamp. Wound characters from the attack must discard one non-ring ring item.

Barrow-wight is a high prowess creature for the under-deeps with its single strike 12 prowess. It will tap anyone. It is found at Shadow-holds, Dark-holds, Shadow-lands, and Dark-Domains. If played as a second AA, then it will likely wound the target and cause a corruption check modified by -2.

Creatures

- FH:
- BH:
- RL:
5 SH: Ghosts Barrow
8 DH: Ghosts Spectres Barrow
3 UD: Nameless

- FD:
- BL:
- W
3 WW Mewlips
11 SL Mewlips Ghosts Spectres Barrow
8 DD Ghosts Spectres Barrow
3 CS Nameless

Hazard EVENTS-33

The strategy of the hazard events is to provide Felagrog grief in the under-deeps. Almost all the hazards can be played on any player. Expect to use a hazard card for on-guard each turn for a while.

Base cards-0

You have no base cards. Only Glance of Arien is affected by Gates of Morning in play.

Main Theme-11

You are doing corruption, stat, and tapping hazards. Corruption cards will force Felagrog to tap minions, who will be affected during the site phase. You have one hazard giving two corruption points (Lure of Expedience). Play this card whenever drawn, 9/9.

The corruption checks will be forced by Dragon-sickness if the target carries a major or greater item. With this event in the sideboard expect to play it 3/6.

Fled into Darkness will tap a balrog. He must be facing a strike greater than his prowess. Candidates include Nameless Thing, Barrow-wight, and Dwarven Warparty. This hazard taps the balrog, and then taps him again when he would untap. This card stays in the sideboard until the second exhaustion.

Glance of Arien is played on a balrog at or moving to a surface site. For the turn the target's prowess is modified by -2 and body -1. Gates of Morning in play doubles the modifiers. Demon characters are affected by this hazard. This card stays in the sideboard until the second exhaustion.

To Narrow a Hole lowers all rolls of a target in the under-deeps other than orc, dwarf, and hobbit. All target's rolls are modified by -1 (-2 if an Olog or Dragon) while at or moving to and Under-Deeps site or Dungeon. Play it on the first available target. Few players will truly be affected by this event: Durlach, Felagrog.

Icy Touch is dependent on wounding a character with undead. Success means the playing of this hazard on the target. Prowess of the attack is modified +1. This hazard burdens with two corruption points. The usual tapping to remove is given to this hazard needing a 7+ roll to remove.

Endless Whispers needs a wounded hero. The victim cannot untap bearing this Dark Enchantment. A Sage too needs to tap to attempt removal with a result greater than 7. Not many minion Sages wander the deep dark places of the world.

Secondary Theme-12

The secondary theme is to affect creature attacks. Great Secrets Buried There can help you play items or force other players to the under-deeps so you can attack them. This can tap minions by forcing them to the under-deeps. Be careful playing this on you if Dwarven Axe is in the playdeck. But all the minor items might preserve the axe in your playdeck. Use this on yourself during the second deck so to select Dwarven Light-Stone. May be play it on yourself near the end of the first deck if Healing Herbs is in the deck.

Exhalation of Decay takes an Undead creature from the discard pile to your hand and the creature attacks if able not counting against the hazard limit. The attack's prowess is modified by -1. This can allow you to ditch your creatures early in a deck or replay corruption hazards using Greater Spectres.

Spells of the Barrow-wight is the undead prisoner hazard. Send the prisoner to a shadow-hold since none of your Undead can normally be keyed there and Arouse Minions is in the deck.

Sleepless Malice is a long-event allowing one Undead hazard creature not count against each company. Doors of Night allows any undead keyed to Ruins and Lairs, which none of your undead creatures can reach.

Naugrim will boost your dwarf creatures with a body or higher body. The creature gains +1 body if it has a body or acquires a 5 body stat. This can help Durin's Folk fight another turn.

Spirit of Mordor is a short-event turning the tables on minions. A non-unique detainment attack by Men, Orcs, Trolls, or Undead becomes normal. There are 11 Undead creatures in the deck. Hope to play Barrow-wight on a minion with Maker's Map.

Support Cards-4

Earth-Tremors is another Long-event. It hurts those in the Under-deeps giving them an attack of Rock Fall with 1 strike at 7 prowess on all characters. Also, it cancels Into Dark Tunnels & Far Below the Deepest Delvings, Old Road, Great Road & Iron Road, Bridge & Forced March. This will hurt moving Ringwraiths.

Troll-purse is another prisoner event. The hazard is playable on a site with an Orc or Troll AA, which are almost 49 total with one of these as first attack type. Felagrog will visit 10. Playing an item at the site makes the company face all AA at the site with +3 prowess. Then any successful strike takes a prisoner. A prisoner will unlikely be visited by you to CvCC the rescuers due to the distance of such sites with orc/troll AA. The Rescue attack is harsh equating to the site's AA at the time of rescue. That will give you time to get Dwarven War Party to the scene.

Utility-3An Unexpected Outpost will recycle the most useful hazard events.

~~—Cursed Treasure will be place into the playdeck during the turn when Thrain will face the Division of both Dragon lords. This hazard buries a target with four corruption points. It can be played on guard at a Lair with the corresponding dragon in play but not at the site. Likely this will be from a Hunt dragon event. But a Dragon den can be a site too when an item is unstored. The hazard is placed on the target if a treasure item or unstored item is played. Then the target makes a corruption check.~~

TURN01, vs. Uvatha

MOVE

Ulrac, -sl-dd-dd,sh

HL4, Thrain plays An Unexpected Outpost shuffles Exhalation of Decay.

HL3, Thrain uses King's Judge as OG.

HL2, Thranduil plays Full of Froth and Rage (has King Spider and Flies and Spiders in hand)

TURN 01, @Iron Hills, U

U	Dár	5	0	4	7	sb	W			Sa		0	Promise of Treasure	Lost Tome
U	Nar	6	2	5	8	fb	W				D	0		
U	<i>Mountaineer</i>	2	0	2	7	dwarf	W	Sc				0		
U	Óin	3	0	3	8	lb	W		R			0		
U	Dworin	4	0	5	8	if	W					1		Cram

0	Spells of the Barrow-wights			
Dwarven War Party	The Dwarves Are upon You!			
Spells of the Barrow-wights	Dwarven War Party			
Dodge	Expert Treasure-hunter			
Great Secrets Buried There	0			
Turn: 1	Hand: 8	MP: 5	SP: 4	PD: 85
Uvatha	Ren	Hoarmura Dwar	FELAGRO	

, Master of the House, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, Alatar the Hunter, Lord of the Eorlingas, Merkampa at Home , Bane of the North, Thorkmaw at Home, It Stinks, Mordor in Ruins , Wrath of the Olvar, Chill Them With Fear

**UNTAP
ORG**

Great Secrets Buried There played: just 2 resources; IKMAY, WIKAW
Dwarven Ring of Thélor's Tribe(H) placed on Rumours of Rings.
All move to Nurunkhizdín

MOVE

Nar, -w-ww-bl-w,fh
HL5, Uvatha plays An Unexpected Outpost shuffles Frightful Guardian.
HL3, Ren plays Lure of Expedience on Dar.
HL2, Ren plays Despair of the Heart on Dworin
[Ren has Wargs, Vuk, Uiendarlaif in hand.]
Smoke Rings shuffles from DP: [Dodge]

SITE

END alatar.Radagast(next turn)

TURN02, vs. Dwar

MOVE, discard Wrath of the Olvar

Ufkral, -dd-dd,dh

HL3, Galadriel plays Yavannas Plea

HL1, Thrain uses An Unexpected Outpost to shuffle Exhalation of Decay

TURN02, vs. Ren

MOVE

Ologong, -dd-sl-sl-sl,bh

HL3, Thrain plays An Unexpected Outpost to shuffle Exhalation of Decay

HL2, Thrain keys Dwarven War party to Southern Mirkwood,DD, dwarves.3s11p5b,det

Aknazeh taps to use Voices of Malice targets Master of the House, -2.res+9.croll=7

Ologong, 7p-3x+12mroll=16

Aknazeh, 2p-1t+2mroll=3

Hord, 3p-3x+8sroll=8, taps

TURN 02-4.2

@ Nurunkhizdín, U

U	Dár	5	2	4	7	sb	W			Sa	2	Promise of Treasure	Lost Tome	Lure of Expedience
U	<i>Mountaineer</i>	2	0	2	7	dwarf	W	Sc			0			
U	Nar	6	3	5	8	fb	W			D	0			
U	Óin	3	0	3	8	lb	W		R		0			
U	Dworin	4	1	5	8	if	W				3		Cram	Despair of the Heart

Aglarond	Expert Treasure-hunter			
Carrion Feeders	Icy Touch			
Dodge	Spells of the Barrow-wights			
Dwarven War Party	The Dwarves Are upon You!			
0	0			
Turn: 2	Hand: 8	MP: 5	PD: 82	SP: 4
Ren	Dwar	Uvatha	Hoarmura	FELAGRC

Forewarned is Forearmed

, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Yavannas
 Plea, Devouring Wyrms, Merkampa at Home
 , The Moon is Dead, It Stinks, Mordor in Ruins
 , Great Need or Purpose, Out of the Swamps

UNTAP {move towards Gap of Isen; danger with these minion hazard players
 Move through Mirkwood to play minor items in Misty Mountains }

ORG

Dar no tap remove corruption, 10hroll-3x=7,pass.
 Dworin no tap remove corruption, 4hroll-3x=1,fail.
 All move to Celebannon

LONG Ren discards Great Need or Purpose

MOVE.2-Thrain

Nar, -w-w-w-bl,fh
 HL5, Ren uses OG Ash-drake
 HL4, Dwar plays Plague on Nar
 HL3, Dwar plays Plague on Oin
 HL1, Uvatha plays Rebel-talk on Oin

SITE

END Alatar.Thranduil nx turn)
 Plague rolls: Oin fails roll, becomes wounded.
 Despair of Heart: Dworin, 9croll-2.haz-1.cram=6,pass.
 Plague rolls: Mountaineer fails roll, becomes wounded.
 Despair of Heart: Dworin, 11croll-2.haz-1.cram=8,pass.

Instead moved to Bandir Lair would mean no Plague played. No others would be played.

TURN 03, Ren

MOVE

Ologong, -sl-sl-w,fh

Deeper Shadow played by Aknazeh, reduce HL, -3.res+7croll=4,pass.

HL3-1, Thranduil-x

HL1, Thrain-x has Dwarven War Party in hand.

HL1, Thorongil-x (Elf-lord Revealed in Wrath in hand)

TURN 03, Hoarmurath**MOVE**

Hoarmurath, -sl-sl,haven

HL2, Thrain plays Naugrim

Shaman taps to use Voices of Malice, Protecting their Domain, -2.res+6croll=4,pass.

WATTAN shuffles Voices of Malice.

Gorbag, -bl-w-w-sl,haven

HL2, Thrain keys Ghosts to sl; undead.3s9p + MiD = 4s10p

HL1, Thrain plays Spirit of Mordor on det.

Gorbag taps to play A Nice Place to Hide to cancel attack.

Orders From Lugbúrz played on company.

Gurthlug,-dd-sl,haven

HL2, Thrain-x

HL1, Radagast plays Taint of Deep Lore on Shaman.

WATTAN shuffles A Nice Place to Hide

TURN 03, Dwar**MOVE**

Ufkral,-dd-sl,haven

Yellow Fanged Guard played on Brawler.

HL3, Radagast-x

HL2, Galadriel-x

HL1, Thrain-x

TURN03-2.2 {Umagaur is tapped at Dimrill Dale}
 @ Celebannon,U

U	Dár	5	4	4	7	sb	W			Sa	0	Promise of Treasure	Lost Tome		
U	Dworin	4	1	5	8	if	W				3		Cram	Despair of the Heart	
W	<i>Mountaineer</i>	2	0	2	7	dwarf	W	Sc			0				
U	Nar	6	3	5	8	fb	W			D	0		Plague		
W	Óin	3	0	3	8	lb	W		R		0		Plague	Rebel-talk	

Aglarond		Dodge				Horse-lords	
Carrion Feeders		Icy Touch				King of the Dead	
Clan Bonds		Spells of the Barrow-wights				Mewlips	
Dodge		The Dwarves Are upon You!				Orc brawler	
0		0				Orc Stealth	
0		0				Pale Dream-Maker	
Turn: 3	Hand: 8	MP: 5	PD: 75	SP: 3		Twilight	
Hoarmura	Ren	Dwar	Uvatha	FELAGRO		Whip	
						0	

Forewarned is Forearmed

- , Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home
- , It Stinks, Doors of Night, Mordor in Ruins
- , Worn and Famished, Out of the Swamps, Foul Fumes, Wake of War

UNTAP {what a mess; get back to haven to heal. Lord Dain has characters at Iron Hills}

ORG

Clan Bonds played.

Dar no tap to remove hazard, 8hroll-3x=5,pass.

All move to Iron Hills.

LONG Hoarmurath. Out of the Swamps discarded.

MOVE.3-Thrain

Nar, -w-w-w, haven

HL5, Hoarmurath keys Mewlips to WW.undead.2s10p

Dworin plays Dodge.

Dworin, 5p+12sroll=17, fail

Nar plays Dodge.

Nar, 5p+7sroll=12, fail. Defeated creature.

HL3, Ren-x

HL2, Dwar moves face-down agent Baugur from Isengard to Amon Hen.

Dar taps to play Marvels Told target Rebel-Talk, Nar supports., croll=auto.

SITE

END Alatar.Radagast

Plague rolls: no fails.

Plague roll for Lord Dain characters: only Dwarf-miner wounded by roll.

Plague rolls: no fails.

Plague roll for Lord Dain characters: no fails.

TURN 04 vs. Dwar

MOVE

Dwar, -,haven. Minas Morgul

HL5, Thrain uses OG Dwarf-miner

HL4, Galadriel plays Wrath of the Olvar

HL2, Thranduil plays An Unexpected Outpost, DON,to shuffle from SB [Galadhrim x2]

Gorfaur, -w-sl,haven. Minas Morgul

HL3, Thrain uses OG Dwarf-miner

HL2, Galadriel-x

HL1, Thranduil plays Spiders Huge and Horrible on Gorfaur

TURN 04 vs. Ren

MOVE

Ologong, -w-dd,haven Chey Goumal

HL3, Galadriel plays Protecting Their Domain.

HL1, Thrain-x

TURN04-1.2

@ Iron Hills, U

T	Dár	5	4	4	7	sb	W			Sa	0	Promise of Treasure	Lost Tome
U	Dworin	4	1	5	8	if	W				1		Cram
W	<i>Mountaineer</i>	2	0	2	7	dwarf	W	Sc			0		
T	Nar	6	3	5	8	fb	W			D	0		Plague
W	Óin	3	0	3	8	lb	W		R		0		Plague

Aglarond		Nameless Thing		By the Ringwraith's Word
Children of Aule		Spells of the Barrow-wights		Death Carrying Vermin
Icy Touch		The Dwarves Are upon You!		Galadhrim
Marvels Told		Troll-purse		Terror of Halifirien
0		0		Riven Gate
0		0		The Tormented Earth
Turn: 4	Hand: 8	MP: 5	PD: 67	SP: 4
Dwar	Ren	Hoarmura	Uvatha	FELAGRO
				White Light Broken
				0

Forewarned is Forearmed

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home
 , It Stinks, Doors of Night, Mordor in Ruins
 , Lord of the Carrock, Wrath of the Olvar
 , Worn and Famished, Foul Fumes, Wake of War

**UNTAP
 ORG**

Plague discarded.

Children of Aule played.

All moved to Beorn's House.

lesser ring played on Rumours of Rings.

MOVE.4-Thrain

Nar, -w-w-w-bl, fh Beorn's House

HL5, Dwar-x Freca is face-down with Nobody's Friend.

HL4, Ren-x No agents in play

HL3, Hoarmûrath plays An Unexpected Outpost, DON, shuffles Endless Whispers x2

HL2, Hoarmurath plays Foolish Words on Nar

Dar taps to play Marvels Told to target Foolish Words, Nar supports, croll=auto.

SITE

END Evermist.Thranduil

Longbottom Leaf shuffles from SB: Glades of Flowering Stone, Dwarven Galleries

TURN05 vs Court2

MOVE

Ardûval, sh. Menelcaraca

HL2, Radagast uses OG Great Northern Bear

HL1, Thrain-x

HL1, Thg-x

TURN05 vs Court2

MOVE

Gorthaur, -cs-j,bh. Fortress of Bûramak

HL2, Thrain plays Sleepless Malice

HL1, Thrain uses OG Troll-purse

Taurclax, -cs-cs-j,bh. Fortress of Bûramak

HL3, Thrain-x

HL2, Thranduil plays An Unexpected Outpost shuffle Giant Spiders

TURN05 vs Indur

MOVE

Sakalure, -,bh. Sarul.

HL3, Galadriel-x

HL2, Radagast-x

HL1, Thrain-x

TURN05-2.2 {Felagrog at Pukel-deeps}

@ Beorn's House, U

T	Dár	5	2	4	7	sb	W			Sa	0	Promise of Treasure	Lost Tome
U	Dworin	4	1	5	8	if	W				1		Cram
T	Mountaineer	2	0	2	7	dwarf	W	Sc			0		
T	Nar	6	3	5	8	fb	W			D	0		
T	Óin	3	0	3	8	lb	W		R		0		

Aglarond		Glades of Flowering Stone		0
Attack-Lord		Icy Touch		Curubor
Barrow-wight		Nameless Thing		Hounds of Sauron
Exhalation of Decay		Spells of the Barrow-wights		No News of Our Riding
The Dwarves Are upon Y		0		Sojourn in Shadows
0		0		Some Secret Art of Flann
Turn: 5	Hand: 8	MP: 5	PD: 62	SP: 4
Court	Court2	Indur	Malezar	FELAGRO
				The Least of Gold Rings
				Ready to His Will

Forewarned is Forearmed

Children of Aule

Tokens to Show

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People,

Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

, Mordor in Ruins

, Lord of the Carrock, Sleepless Malice

UNTAP {only hero avatar to start play after Turn 5}

ORG

Nar+ move to Glittering Caves.

LONG Thrain, Children of Aule discarded.

MOVE.5-Thrain

Nar, -bl-w-bl-bl,RL. Glittering Caves

HL5, Court plays An Unexpected Outpost to shuffle from SB: Inner Cunning

HL3, Court2: Giant, Old Man Willow in hand.

Keys Wandering Eldar to BL. Elves. Each.9p,det

Dár, 4p-3x+9sroll=10

Mountaineer, 2p-3x+5sroll=4,taps

Nar, 5p-3x+7sroll=9

Óin, 3p-3x+7sroll=7,taps

Dworin, 5p-3x+11sroll=13

HL1, Indur-x Has Abductor, but needs 4,3,2 roll. Would take chance with few 5-minders.

SITE

Glittering Caves. Pukel-creature. 1s9p

Dworin, $5p+8sroll=13$.

Dworin eats Cram to untap.

Aglarond played; Pukel-creature.2s8p

Nar, $5p+6sroll=11$

Dworin, $5p+5sroll=10$

Tap Dar to keep event in play.

END Dain.Thranduil

{worried about visit from Felagrog and his 7 minions}

TURN06 vs Malezar

MOVE

Uthmag, -j-w,SH. Kondu Manara

HL3, Galadriel-x

HL2, Thrain-x

HL1, Thranduil keys Galadhrim to region of elf-hold also hero haven. Elf.3s11p7b

Uthmag plays Deeper Shadow to reduce HL, -3.res-1.item+7croll=3. Cancel attack.

Malezar, -w-cs-cs-fd,RL. Arig's Tomb

HL3, Galadriel plays Arouse Denizens on new site.

HL1*, Thrain keys Barrow-wight to site. Undead.1s12p

Sleepless Malice has this creature not count against HL.

HL1, Thrain plays Icy Touch on attack. 1s13p

Gold Chains in the Wind played.

GCithW, 5p+8scroll=13,ineff

TURN06 vs Court2

MOVE

Rilia, -,sh. Citadel of Ardor

HL2, Thrain uses OG I Know Much about You

HL1, Galadriel-x

Arduval, -,sh. Menelcarca

HL4, Thrain plays Exhalation of Decay,ncahl, to grab from DP: Ghosts. 3s9p =3s8p, det

Mornaur, 2p-3x+9scroll=8

Linsul, 2p-3x+3scroll=2,taps

Palandor, 1p-3x+11scroll=13

HL3, Thrain uses OG Nameless Thing

HL2, Galadriel plays Arouse Minions targeting site's first AA

TURN06-4.3 {Felagrog at Under-courts, Pukel-deeps}
 @ Glittering Caves, U, Agarlond

T	Dár	5	2	4	7	sb	W			Sa	0	Promise of Treasure	Lost Tome
T	<i>Mountaineer</i>	2	0	2	7	dwarf	W	Sc			0		
T	Nar	6	3	5	8	fb	W			D	0		
T	Óin	3	0	3	8	lb	W		R		0		
T	Dworin	4	1	5	8	if	W				0		

Dwarven Galleries	0				Avari
healing herbs	Spells of the Barrow-wights				Crack in the Wall
Mewlips	The Dwarves Are upon You!				Giant
Nameless Thing	When I Know Anything				Poisonous Despair
Smoke Rings	dwarven chain-shirt				Old Man Willow
0	0				Perfect Gold Ring
Turn: 6	Hand: 8	MP: 6	PD: 52	SP: 3	Headband of Elerior
Court2	Malezar	Court	Indur	FELAGRO	Silent Watcher
					0

Forewarned is Forearmed

Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt, Kelper Enraged

**UNTAP
 ORG**

Smoke Rings shuffles from SB [Map to Mithril]

Dar+ move to Turukulon's Lair for minor item.

MOVE.6-Thrain

Dar, -bl-w-w-w,RL, Turukulon's Lair

HL5, Court2 plays An Unexpected Outpost shuffles from SB: [Silent Watcher]

HL4, Court2 keys Thunder's Companion to WW. Giant.3s9p, PtD=3s8p

Play The Dwarves Are upon You!

Dar, 4p+2.res+12sroll=18

Mountaineer, 2p+2.res+8sroll=12

Oin, 3p+2.res+6sroll=11, killed creature

HL3, Court2 keys Giant to WW. 1s13p, PtD=1s12p

HL2, Court2 plays Gloom on Nar for -1 prowess

Nar plays Lucky Strike

Nar, 5p-1.haz+8/11sroll=15, killed creature

HL1, Court2 keys Old Man Willow to WW. Plant.1s13p, PtD+YP = 1s14p4b

Dworin, 5p+4sroll=9, success. 10broll=killed

SITE

Turukulon's Lair, (1)Dragon---2 strike with 9 prowess.

Dár, Mountaineer supports Nar.

Nar, 5p+2sup+6sroll=13

Dworin, 5p+12sroll=17

Óin taps to play Healing Herbs, taps site.

END Alatar.Radagast(nx turn)

MOVE.7-Malezar

Malezar, -,RL. Arig's Tomb

HL3, Thrain keys Barrow-wight to site, special. Undead.1s12p

HL2, Thrain plays Spells of the Barrow-wight played

Malezar taps to support,

Cluth, 3p+1.sup+7sroll=11; prisoner at Arig's Tomb.

HL1, Thrain uses OG Mewlips

Ulfacs, -w-j-fd,RL. Arig's Tomb

HL2, Thrain plays Wrath of Durins House

HL1, Thrain play Sleepless Malice

Uthmag, -,sh. Kondu Manara

HL2, Thrain uses OG Precious Gold Ring

HL1, Radagast-x

HL1, Thg-x

MOVE.7-Indur

Hargrog, -,haven. Amaru

HL3, Thranduil uses OG Lord of Wood and Beast

HL2, Thráin-x

HL1, Galadriel-x

HL1, Thg-x

Indur, -bl-t-sl,haven. Bozisha-Dar

Mumak-helmet; Thranduil reveals The Reek; Thrain reveals Nameless Thing

HL2, Thranduil-x

HL1, Thráin-x

HL1, Thg-x

Avatar card played to untap Indur RW. Indur RW taps to untap Weapons of Morgul.

TURN07-2.2

{Felagrog at Under-courts}

@ Turukulon's Lair, U

T	Dár	5	2	4	7	sb	W			Sa	0	Promise of Treasure	Lost Tome
T	<i>Mountaineer</i>	2	0	2	7	dwarf	W	Sc			1		
T	Nar	6	3	5	8	fb	W			D	0		
T	Óin	3	0	3	8	lb	W		R		1		

Dodge		Nameless Thing		Freeze the Flesh
dwarven chain-shirt		The Dwarves Are upon You!		Secret Alliance
Endless Whispers		Thráin-avatar		Slow-fang
Lucky Strike		When I Know Anything		That Ain't No Secret
0		0		Vampire
0		0		0
Turn: 7	Hand: 8	MP: 6	PD: 44	SP: 3
Malezar	Indur	Court	Court2	FELAGRO
				0

Forewarned is Forearmed

Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, Many Shapes of Power and Fear, Bairanax at Home, Mordor Rebuilt, Doors of Night

, Sleepless Malice, Naugol

UNTAP

ORG

Lord Thrain played at Glittering Caves via Aglarond.

Avatar taps to dump 5 cards from SB to DP:

[An Unexpected Party, Free to Choose x3, Last of the Seven]

Thrain moves to Edoras.

Nar+ moves to Edoras; closer to Dagorlad.

MOVE.7-Thrain

Nar,-w-bl-bl,FH. Edoras

HL4, Malezar uses OG Slow-fang

HL3, Indur-x

HL2, Court-x

HL1, Court2-x

HL1, Smg-x

Thrain, -bl-bl.FH. Edoras

HL2, Malezar-x

HL1, Indur-x

HL1, Smg-x

SITE

END Dain.Galadriel

Durin's Day tapped to grab from discard pile: An Unexpected Party.

Son of Thror tapped to grab from discard pile: Last of the Seven.

MOVE.8-Court

Gorthaur, -sl-j-cs,sh. Mirisgroth. Hidden(SK). Discard The Darin Tesarath to reveal site.
{ Ent in Search of the Entwives and Old Man Willow no good against site path}
HL5, Galadriel plays An Unexpected Outpost, PR, shuffle from SB: [Fake, Ring-chained]
HL3, ~~Thrain keys Nameless Thing, Peril Returned, to CS. Drake.3a2s10p~~
No. Doors of Night not in play if Gates of Morning in play.
Mewlips in hand, too weak.
HL2, Radagast-x
HL1, Thranduil keys Lesser Spiders to SL. Spiders.4s7p, PTD=4s9p
Silion plays Hounds of Sauron, Sarkarxë supports.
9croll+1.sup-4.res=6, 1s9p
Cambragol, 7p+1.wp+8sroll=16, killed creature. No trophy.
Twilight played to target Gates of Morning . Thranduil.

MOVE.8-Court2

Ardûval, -w-j-cs,sh. Citadel of Ardor. Crack in the Wall
Lingerers played.
HL4, Thranduil-x Giant Spiders stuck in hand
HL3, Radagast plays Call of Home to Linsul, 7gi+12hroll=19
HL1, Thrain-x

MOVE.8-Indur

Sakalure, -,haven. Amaru
HL3, Thrain-x
HL2, Galadriel-x
HL1, Thranduil-x
HL1, Thg-x

Indur, -sl-w-bl-w-sl-j-sl,haven. Amaru
Mumak-helmet taps, 3;
Thrain: Mewlips, Endless Whispers
Galadriel: Beorning Skin-Changers, Finglas, Ent in Search of the Entwives
HL2, Thrain-x
HL1, Galadriel keys Ent in Search of the Entwives to BL. Plant.1s14p8b
Indur, 9p-1t+1.blade+6sroll=15, fail. 2broll+1.blade=3. Discard Morgul-blade.
Avatar card untaps Indur RW.

Hargrog, -sl, Pharabâs.
Orders from Lughúrz played on company.
HL3, Thrain-x
HL2, Galadriel-x
HL1, Thranduil-x
HL1, Thg-x

TURN08-4.2

{Felagrog at Under-gates}

@ Edoras, U

T	Thráin-avata	10	6	7	8	lb	W		R	Sa		1	Durin's Day	Son of Thr
U	Dár	5	2	4	7	sb	W			Sa		0	Promise of Treasure	Lost Tomé
U	Mountaineer	2	0	2	7	dwarf	W	Sc				1		
U	Nar	6	3	5	8	fb	W				D	0		
U	Oin	3	0	3	8	lb	W		R			1		

Dodge		Mewlips				0
healing herbs		Spirit of Mordor				Forced March
Hunting Orcs		Thráin-avata				Threats
Last of the Seven		When I Know Anything				Orc Chieftain
0		0				Ransom
0		0				Calm-Song
Turn: 8	Hand: 8	MP: 6	PD: 36	SP: 3		To Satisfy the Question
Indur	Court	Court2	Malezar	FELAGRO		Words of Menace and D

Forewarned is Forearmed Safe From the Shadow

Lingerers Tokens to Show

, Lord of the Carrock, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Devouring Wyrms, Curse Him Root and Branch , Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes, Doors of Night

, Kelper Enraged

, Peril Returned

UNTAP

ORG

Thrain+ move to Amon Lhaw.

Last of the Seven played on Lord Thrain, Oin, Nar support cc, -1.stage-2.seven+2.sup+croll=auto

LONG

Plays Hunting Orcs.

Indur discards Peril Returned

MOVE.8-Thrain

Thrain, -bl-fd-w-sl,RL. Amon Lhaw. Agents. Adunaphel.Sakalthôr.down.tap

HL5, Indur-x

HL4, Court plays Rats; Oin wounded.

HL2, Court2-x

SITE

Amon Lhaw

(1)Opponent may play as an automatic-attack one non-unique hazard creature from his hand normally keyed to Shadow-hold.

None

Dar taps to play When I Know Anything, taps site.

Mountaineer taps to play Healing Herbs.

END Thorin.Thrandui(next turn)

Durin's Day tapped to grab from discard pile: An Unexpected Party.

MOVE.9-Desert

Nazog, -tt-j,fh. Tenolkachyn

HL4, Galadriel plays Tauremornalome

HL3, Galadriel keys Ent in Search of the Entwives to Jungle region using Infested Jungles.

Plant.1s14p8b

Tracker, Shaman support

Nazog, 5p+1.sunlands+3.wp+2.sup+10mroll=21, fail. 9broll+1.delta=10,trophy.

Curse Him Root and Branch now inverts.

HL1, Thrain-x

MOVE.9-Black

Kabadir, -,haven. Chey Goumal.

HL2, Thrain-x

HL1, Galadriel-x

HL1, Thg-x

Gastmorgath, -w-dd,haven. Chey Goumal.

{Thrain has in hand; Carrion Feeders; Exhal Decay, Mewlips, Spirit Mordor, Endless Whisp}

HL3, Thrain keys Carrion Feeders to W, animal.wounded.9p

Gastmorgath plays Some Secret Art of Flame, Mariner taps to support.

-4.res-1.taint+1.sup+11croll=7.

Gastmorgath, 4p-2w+4.res+8mroll=14,fail.

Faltur, 2p-2w+8mroll=8, success. 6broll+1.w+1.creature=8, wounded.

Something Has Slipped passive condition triggered.

HL1, Galadriel-x

TURN09-3.2

@ Amon Lhaw,T

U	Thráin-avatar	10	6	7	8	lb	W		R	Sa	1	Durin's Day	Son of Thrór
T	Dár	5	2	4	7	sb	W			Sa	1	Promise of Treasure	Lost Tome When I Knc
T	Mountaineer	2	0	2	7	dwarf	W	Sc			2	healing herbs	
T	Nar	6	3	5	8	fb	W			D	0		
W	Óin	3	0	3	8	lb	W		R		1		

An Unexpected Party		Exhalation of Decay			Cult of the Dark Lord	
cram		miruvor			Dunadan Explorers	
Dodge		precious gold ring			Elinse	
Endless Whispers		Thráin-avatar			Gifts as Given of Old	
Wondrous Maps		0			Join With That Power	
0		0			Motionless Among the S	
Turn: 9	Hand: 8	MP: 7	PD: 27	SP: 3	Orc brawler	
Black	Desert	Adunaphe	Akhorahil	FELAGRO	Telicur	
Mines of Fal	The Under-C.				19 MPs	0

Forewarned is Forearmed

Hunting Orcs

Tokens to Show

Tidings of Death

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch

, Angurth at Home, Great Army of the North, Khuzadrepá at Home, Mordor Rebuilt, The Black Gate Closes, No Escape From My Magic, His Own Master, Terror From the Deeps, Echoes of Númenor's Fall, The Dark Days

, Hurling Rocks, Host of Bats

UNTAP

ORG

{ Stay eastward. Play giant soon using Lost Tome; play dwarf faction under Horse Plains. }

An Unexpected Party played on Lord Thrain's company.

Lord Thrain taps to dump from SB to DP:

[Test of Form, Secret Ways, Into Dark Tunnels, Dry Tunnels, Gnawed Ways]

Lord Thrain+ move to Gaurblog Lug; Felagrog is at Mines of Falek-Dim.

LONG

Hunting Orcs .Thrain discarded.

MOVE.9-Thrain

Thrain, -sl-sl-w,sh. Gaurblog Lug.

HL5, Black-x

HL4, Desert-x no hazards

HL3, Adunaphel moves agent, On-Eno, FD, from Tol Uialgaer to Coastal Signal Tower to get ready for Eriador Division.

HL1, Akhorahil-x

Old Grudge played.

Avatar card untaps Lord Thrain.

SITE

Gaurblog Lug, sh. (1)Orcs---3 strikes with 8 prowess

Thrain, $7p+1.\text{card}+2.\text{grudge}-3x+10\text{scroll}=17$

Nar, $5p+1.\text{card}+1.\text{grudge}+10\text{scroll}=16$

Dar, $4p+1.\text{grudge}+10\text{scroll}=15$, defeated attack. Discard Old Grudge.

Mountaineer taps to play precious gold ring, taps site.

Thrain taps to play Cram as free minor item.

END Thorin.Radagast

Son of Thror taps to grab from DP: Test of Form.

Thrain, Sage, plays Test of Form to test Precious Gold Ring in company,

$10\text{troll} = \text{The One Ring, Dwarven Ring, Lesser Ring.}$

Play Lesser Ring from Rumors of Rings.

Smoke Rings shuffles from SB: Mornaugrim

{Boron is in deck to play at nearby dwarf-hold. Mining Settlement still in PD to heal while playing giant ally in Mordor}

MOVE.10-Adunaphel

Bereth, -,RL. Haudh-in-Gwanûr, tx2.

HL4, Radagast plays A Lie In Your Eyes on Bereth,

8hroll-5mind-6.base=-3,pass.

HL2, Thráin plays Earth-Tremors

Adûnaphel, -sl-w-w,bh. Southron Oasis.

HL2, Radagast plays An Unexpected Outpost to shuffle from SB: Dragon-sickness

{Thráin has Mewlips in hand}

Avatar card untaps Adûnaphel RW.

Adûnaphel RW taps to play Voices of Malice, discarding Taint of Ambition

Avatar card untaps Adûnaphel RW. {need to draw cards}

Words of Menace and Deceit played on Adunaphel RW.

MOVE.10-Desert

Nazog, -,fh. Tenolkachyn.

HL4, Thrain-x

HL3, Thranduil-x

HL2, Radagast plays Call of Home on Tracker, 7.gi+6.hroll-10.base=3,pass.

Shaman taps to play Voices of Malice to discard Naugrim, Nazog supports,

-2.items+1.sup-2.res+9croll=6,pass.

HL1, Radagast moves agent Sprautabern,FD, from starting site adjacent to home region site Ligr Wodaize Berne, of Bernastath to Thaurung,tap agent.

Araudagul,-t,bh. Maresh

{Desert Deck Exhausts: 11 recycled, 9.3 cards drawn/turn

93	54	29	7	4	8	0	0
h1	p1	d1	r1	v1	o1	g1	b1

Discard: His Own Master(Desert)

Send from DP to SB: [Deep is the Abyss,Second in Command,Gorshûk,Orc Chieftain,
Orc Shaman]

Send from SB to DP: [Covetous Thoughts,Burdensome Commands,Too Much to Ask,
Awaken Minions,Awaken Minions]

2nd deck: 79 cards

HL3, Thrain-x

HL2, Thranduil-x

HL1, Radagast-x

MOVE.10-Akhorahil

Hador, -c-c-c-c,RL. Benish Armon. Hidden(tap Sage-Djerul)

HL4, Thranduil-x

HL3, Galadriel-x

HL2, Thrain keys Mewlips to new site swamp. Undead.2s10p

{get minor item}

Hador, 5p+7mroll=12,defeated

Abur, 5p+6mroll=11,defeated

Mariner taps to play Black-hide Shield from hand.

HL1, Thrain plays Exhalation of Decay; grabs other Mewlips from DP.

keys Mewlips to new site swamp. Undead.2s10p; EoD=2s9p

Akhôrahil Unleashed played to grab Tormented Earth from DP.

Tormented Earth played to cancel attack, Hador makes cc, -4.res+1.heels+5croll=2.

TURN10-4.2

@ Gaurblog Lug, T

T	Thr�in-avatar	10	6	7	8	lb	W		R	Sa		2	Durin's Day	Son of Thr�in Cram
T	D�r	5	2	4	7	sb	W			Sa		1	Promise of Treasure	Lost Tome When I Know Anything
T	Mountaineer	2	0	2	7	dwarf	W	Sc				3	healing herbs	Lesser Ring
T	Nar	6	3	5	8	fb	W				D	0		
W	�in	3	0	3	8	lb	W		R			1		
													An Unexpected Party	

Barrow-wight	New Friendship		Black-Mail Coat
Dodge	Spirit of Mordor		Desert Orcs
Endless Whispers	Thr�in-avatar		Guinamen
Mornaugrim	Wondrous Maps		I'll Be At Your Heels
0	0		0
0	0		Orc Garrison
Turn: 10	Hand: 8	MP: 12	PD: 16
SP: 3			Vile Fumes
Desert	Adunaphe Akhorahil	Black	FELAGRO
			0
The Under-Moria			19 MPs
			0

Forewarned is Forearmed

Tokens to Show

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Wrath of Durin's House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch, Rammas Pelennor

, Great Army of the North, Mordor Rebuilt, No Escape From My Magic, It Stinks, Terror From the Deeps, Echoes of N menor's Fall, The Dark Days

, Earth-Tremors

, Hurling Rocks, Host of Bats

UNTAP

ORG

All move to Wondrous Maps site in Horse Plains.

LONG

Desert discards Hurling Rocks

Desert discards Host of Bats

MOVE.10-Thrain

Thrain, -w-sl,RL. Wondrous Maps

HL5, Desert-x

HL4, Adunaphel moves agent, Sakalth r, FD, from Bandit Lair to Hermit's Hill

<get ready for Galadriel next turn>

HL2, Akhorahil-x

HL1, Black-x no hazards in hand

SITE

END Evermist.Galadriel(nx turn)

MOVE.11-Akhorahil

Hador, -,RL. Benish Armon.

HL4, Galadriel-x

HL3, Thrain-x

HL2, Radagast plays Kelver Enraged

HL1, Radagast plays Stench of Mordor

Tarvaran, -,haven. Bozisha-Dar

HL2, Galadriel plays Fangorn to grab from DP: Ent in Search of Entwives

Akhorahil, -sl,bh. Tresti Fell Rider

HL2, Galadriel-x

HL1, Thrain-x

MOVE.11-Adunaphel

<Deck exhaust on first company card draw. 8.5 cards drawn/turn, 8 cards reshuffled.

Adunaphel, -w-w-sl,haven. Minas Morgul

HL2, Thrain keys Barrow-wight to SL. Undead.1s12p

HL1, Thrain plays Spirit of Mordor

Adunaphel RW plays Calm-song

Adunaphel, 8p-2.mode-3x+3mroll=5,taps

Plays Forced March. Moves to Lugarlur

+

Adunaphel, -sl-w-w-sl,dh. Lugarlur

HL2, Thrain-x

HL1, Galadriel-x

HL1, Thg-x

<Thranduil has Giant Spiders in hand>

Bereth, -,RL. Haudh-in-Gwanûr

HL4, Thrain uses OG Icy Touch

HL3, Galadriel-x

HL2, Thranduil-x

HL1, Radagast moves agent Sproutabern, FD, from Thaurung to Eldanar.

TURN11-3.3

@ Wondrous Maps.Horse Plains,U

U	Thráin-avator	10	9	7	8	lb	W		R	Sa	2	Durin's Day	Son of Thr Cram
U	Dár	5	2	4	7	sb	W			Sa	2	Promise of Treasure	Lost Tome When I Knc
U	Mountaineer	2	0	2	7	dwarf	W	Sc			3	healing herbs	Lesser Ring
U	Nar	6	3	5	8	fb	W			D	0		
W	Óin	3	0	3	8	lb	W		R		1		
												An Unexpected Party	

Dodge		Mining Settlement		Above the Abyss
Dwarven War Party		Mornaugrim		Black-mail Coat
Exhalation of Decay		New Friendship		Calm-Song
Lucky Strike		Thráin-avator		Driven As By A Madness
0		0		Haradrim(M)
0		0		Old Treasure
Turn: 11	Hand: 8	MP: 12	PD: 9	SP: 3
Adunaphe Akhorahil	Black	Desert	FELAGRO	0
The Under-g Moria			23 MPs	0

Forewarned is Forearmed

Tokens to Show

, Tauremornalome, Wardens of the Woodland Realm, Naugrim, Wrath of Durins House, Infested Jungles, Devouring Wyrms, Curse Him Root and Branch, Rammas Pelennor , Great Army of the North, Mordor Rebuilt, Hunt Wild Men like Wild Beast, It Stinks, The Dark Days, Doors of Night

<Felagrog may enter Mines of Angurath next turn;

<Send Nar to Moria this turn; next turn Durin's Tower to grab Ancient Stair.

<This turn move to Ered Lithu for giant ally.

<t12.Wondrous Maps, t13.Mines,t14.Iron Hills,t15.Mirror Halls,t16.dwarf ally

UNTAP

ORG

<Would like to discard Durin's day, but have 3 SP.

Mountaineer transfers Lesser Ring to Thrain, Thrain supports,

-1.card-2.items+1.sup+8croll=6.

~~Dar transfers Lost Tome to Oin, -1.light-1.item+1.promise=auto.~~

~~Promise of Treasure discarded.~~

Would drop below 3 stage points. Do not want Dar to travel.

Dar, Nar,Mountaineer, Oin move to Oraishapek's Mound. Need diplomat.

Thrain stays.

TURN11-3.3

Thrain, -,RL. Wondrous Maps.

HL2, Adunaphel uses OG Seafaring Bellakarin

HL1, Akhorahil-x

HL1, Smg-x

Nar, -sl-sl,RL. Oraishapek's Mound. Hidden(tap Scout-Mountaineer, discard LK Lost Tome)

HL4, Adunaphel-x

HL3, Akhorahil plays The Roving Eye on Mountaineer, -1.card-1.ring-2.haz+8scroll=4.

HL1, Black plays Arouse Denizens on new site.

Smg has Cruel Caradhas in hand.

SITE

Oraishapek's Mound, RL.

(1)Undead, Man---1 strike with 12 prowess; AD=1s15p

Nar plays Lucky Strike and Dodge. The Dwarves Are upon You!

Nar, 5p+2.you+3/7sroll=14,success. 9broll-1.res=8,wounded

Healing Herbs used to heal,untap Nar.

Nar taps to play A More or Less Decent Giant,tap site.

Mining Settlement played on site.

1 card in PD

Longbottom Leaf played to shuffle from SB: [Deep Mountain Fortress, Ancient Stair]

<Move to W.Maps, Astair, Iron Hills DH, DMF, Iron Hills

END Alatar.Thranduil

Son of Thror taps to grab Last of the Seven from DP.

NOT exhausted! 3 cards in PD.

	94	56	35	10	0	8	0	2
	h1	p1	d1	r1	v1	o1	g1	b1
					THRAIN	FELAGRO		
					12	23		
C	8	Iron Hills			4	7		
I	5	Wilderland			2	8		
F	4	vs Felagrog			0	1		
A	1	Wilderland Division			1	1		
M	6	Khazad-dûm			2	5		
K	8	Corruption/drakes			3	1		

<Will go ahead to count resources FULL for lords to keep things clear.

Nar, Oin, Dar, Lesser Ring, Giant ally, Aglarond, WIKA, 3 kills

1	Thráin-avatar		h107,p107
2	Thráin-avatar		h107,d109
3	Thráin-avatar		h109,p109u
4	Thráin-avatar		h110
5	Lóni		h107,d107
6	Attack-Lord		h104,d105
7	Borin		h111,d111
8	Advisor		h110,d110
9	Norin		h101,d101
10	King's Judge		s00,d101
11	Frár		h106,d107
12	Dwarf-miner		h103,p103
13	Dwarf-miner		h103,o104
14	Dwarf-miner		h104,o104
1	Dwarven Axe		h111,d111
2	precious gold ring		h107,o107
3	precious gold ring		h108,p109
4	lthildin		h111
5	healing herbs		h106,p108
6	miruvor		h109,d110
7	cram		h108,p109
8	dwarven chain-shirt		h106,d108
9	dwarven chain-shirt		h108,d108
10	dwarven chain-shirt		h108,d108
11	A More or Less Decent Giant		h111,p111
12	Aglarond		h101,p105
13	When I Know Anything		h105,p108
14	To the Uttermost Foundations		h106,d107
15	Lucky Strike		h106,p107
16	Lucky Strike		h110,p111
17	Lucky Strike		h111
18	Dodge		s00,p103,r106s
19	Dodge		h103,p103
20	Dodge		h107,p111
			h110,p111
21	The Dwarves Are upon You!		s00,p107
22	The Dwarves Are upon You!		h111,p111
23	New Friendship		h105,d105
24	New Friendship		h107,d107
25	New Friendship		h109
26	Marvels Told		h103,p103
27	Marvels Told		h103,p104
28	Marvels Told		h111
29	I Know Much about You		h105,o106
30	I Know Much about You		h111,d111
31	Children of Aule		h104,p104
32	Hunting Orcs		h108,p108
33	Old Grudge		h109,p109
34	Mining Settlement		h111,p111
35	Clan Bonds		h103,p103
36	Smoke Rings		h106,p106
37	Smoke Rings		h106,p106
38	Smoke Rings		h109,p109
39	LongBottom Leaf		h104,p104
40	LongBottom Leaf		h111,p111

1	Nameless Thing		h103,o106
2	Nameless Thing		h106,o106
3	Nameless Thing		h106,p108
4	Carrion Feeders		h102,d102
5	Carrion Feeders		h103,d103
6	Carrion Feeders		h108,p109
7	Dwarven War Party		s00,p102
8	Dwarven War Party		s00,d103
9	Dwarven War Party		h111,d111
10	Expert Treasure-hunter		h101,d101
11	Mewlips		h108,d109
12	Mewlips		h109,p110,k110
13	Mewlips		h110,d110
14	Ghosts		h103,p103,g106
15	Ghosts		h111
16	Barrow-wight		h105,p106
17	Barrow-wight		h106,p107
18	Barrow-wight		h110,p111
19	Icy Touch		h102,d104
20	Icy Touch		h103,p106
21	Icy Touch		h110,o111
22	Endless Whispers		h107,d108
23	Endless Whispers		h109,d109
24	Endless Whispers		h110,d110
25	Sleepless Malice		h105,p105
26	Sleepless Malice		h107,p107
27	Spells of the Barrow-wights		s00,d101
28	Spells of the Barrow-wights		s00,p107
29	Spells of the Barrow-wights		h108,d108
30	Great Secrets Buried There		h101,p101res
31	Wrath of Durins House		h107,p107
32	Spirit of Mordor		h102,p103
33	Spirit of Mordor		h108,d109
34	Spirit of Mordor		h110,p111
35	Naugrim		h103,p103
36	Troll-purse		h104,o105
37	Earth-Tremors		h109,p110
38	An Unexpected Outpost		s000,p101
39	An Unexpected Outpost		h101,p101
40	An Unexpected Outpost		h101,p102

	SIDEBOARD			
1	Dwarven Ring of Thélor's Tribe(0	b101	
2	lesser ring	0	b104,t109	
3	dwarven light-stone	0		
4	Folk of Durin	0		
5	Mornaugrim	1	r109s,h110	
6	Alfur	0		
7	Return to Old Dwellings	0		
8	Halls of Khazad-dûm	0		
9	Reconquest of Khazad-dûm	0		
10	Lord of Dwerrowdelf	0		
11	Deep Mountain Fortress	0	r111bl	
12	Map to Mithril	0	r106s.	
13	Test of Form	0	x109.	
14	Gnawed Ways	0	x109	
15	Secret Ways	0	x109	
16	Into Dark Tunnels	0	x109	
17	Dry Tunnels	0	x109	
18	Ancient Stair	0	r111bl	
19	Wondrous Maps	0	g109.	
20	Free to Choose	0	x107	
21	Free to Choose	0	x107	
22	Free to Choose	0	x107	
23	An Unexpected Party	0	x107.	
24	LongBottom Leaf	0		
25	Glades of Flowering Stone	0	r104t.	
26	Dwarven Galleries	0	r104t.	
27	Last of the Seven	1	x107.	
			g111,	
28	Greater Specters	0		
29	Greater Specters	0		
30	Greater Specters	0		
31	Too Narrow A Hole	0		
32	Too Narrow A Hole	0		
33	Too Narrow A Hole	0		
34	Fled into Darkness	0		
35	Fled into Darkness	0		
36	Glance of Arien	0		
37	Old Enemies	0		
38	Exhalation of Decay	0	r101a.	
39	Exhalation of Decay	0	r101a.	
40	Exhalation of Decay	0	r102a,h110	

top	avatar	Nar	avatar	Nar	MP	DP	SP	AVATAR
1		IH		Nurunkhizdin	5	86	3	
2		Nurunkhizdin		Celebannon	5	82	3	
3		Celebannon		IH	5	80	3	
4		IH		Beorn's House	5	70	4	
5		Beorn's House		Glittering Caves	5	66	3	
6	x-Dworin	Glittering Caves		Turukulon's Lair	6	59	3	
7	avatar	Glittering Caves	Turukulon's Lair	Edoras	5	51	3	DP.5
8		Edoras		Amon Lhaw	5	40	3	
9		Amon Lhaw		Gaurblog Lug	6	30	3	
10		Gaurblog Lug		Wondrous Maps;HP	8	23	3	
11		Wondrous Wondrous	Wondrous Maps;HF	Wondrous Oraishapek's Mound	11	14	3	
12					12	3	4	

*Kept Dworin in MP count until now. This table is correct.

Hazards played:

outpost	3	1	Icy Touch
Twilight	0	0	Endless Whispers
Nameless Thing	1	2	Sleepless Malice
Carrion Feeders	1	1	Spells of the Barrow-wights
Dwarven War Party	1	2	Spirit of Mordor
Expert Treasure-hunter	0	2	Exhalation of Decay
Mewlips	1	1	Wrath of Durins House
Ghosts	1	1	Naugrim
Barrow-wight	3	0	Too Narrow A Hole
Greater Specters	0	0	Fled into Darkness
		0	Glance of Arien
		0	Old Enemies
		0	Great Secrets Buried There
		0	Troll-purse
		1	Earth-Tremors