

# THORIN-SHADOW

50avatar

<b>C</b>	6	Blue Mountains
<b>I</b>	11	Northern Waste
<b>F</b>	1	vs Smaug
<b>A</b>	1	Northern Waste
<b>M</b>	7	Burglary
<b>K</b>	6	Worm-Shadow

<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	
21 creatures	
DC: 29res + 19haz + 15char = 63	

Lord Thorin has come out of retirement digging coal. His grudge has burned long, but not colder over time. This player is in the Northern Waste Division facing Smaug the Golden.

An old wizard convinced him to take along a hobbit named Bilbo since he is More Than Meets the Eye. Bilbo invited some friends too. Riddling and Burglary will be the hall marks of this deck. Dragons are dangerous so Thorin will begin his starting company in Eriador playing resources. The Northern Waste will be no mystery for this dwarf-lord.

Thorin's brother Frerin will use Master of Esgaroth and We Must Away to move great distances for a sneak attack on a roaming dragon. Wormsbane will be the blade for Thorin. Hollow of Thy Breast will tell secrets of a Dragon's vulnerability yet carries one corruption point. Thorin has one goal: to be King Under the Mountain.

Hazards are to increase the playability of Dragon creatures. Sites can be changed to shadow-holds allowing more play. Else Orcs will detain minions. Stealthy minions can hide from the creatures, but Prowess of Age can change that double quick. Smaug's minions will be weak and thus slowed after receiving strikes from a dragon.

The main change to the resources is lowering sideboard count from 29 to 25. Red Book of Westmarch and Great Cup of Thror were added. The book helps control a Hobbit and the cup to burglarize sites. Honey added to fetch Hollow of Thy Breast late in the game. Thror's Map added to play a greater item at Thilgon's Tomb. Elven Cloak added to keep Hobbits alive. One Healing Herbs removed. You've Come Back Change added to boost Bilbo for the Power Decks.

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Events were more tailored to running from problems or cancelling attacks. Hundreds of Butterflies added to untap high prowess characters. It works with the theme too. We Must Away replaces Forod since movement across the Misty Mountains may happen. Three Guesses replaces Wit. High rolls are not needed for Riddling Talk. The Dwarves are Upon You removed to keep the few dwarves alive. Just cancel the attacks. Safe From the Shadow added. Secret News removed; it was not in the practice game. Skis and Furcoats removed with some time expected in Mirkwood. Orc-mail removed. An Unexpected Party removed with few dwarves under three mind in the deck. Three Golden Hairs removed; it was not in the practice game. Houses of Healing removed.

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The hazard decks with Lord Dain were switched. Reasons for this included Itangast a Hunt will hurt Lord Dain the most so let Dain play it when he is ready for that hazard. These new hazard events help bypass Smaug's minions cancelling creature attacks. The other deck punishes those facing the attack no matter the prowess of defending characters. Here are the changes to the Lord Dain hazard deck. Three more hazards added to the sideboard. Lomaw was of course removed.

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Tidings of Doubt and Danger added to hurt Ringwraiths. Threat of Many Feet added to target site of origin Ruins with Choking Shadows and Frenzy of Madness. One copy of Prowess of Age added. Summons From Long Sleep now allowed 3x per alignment. This deck now has one copy. The same is made for Power Built By Waiting – one copy now in this deck. Deftness of Agility and Passion of Wrath added. Parsimony of Seclusion now prohibited in the Avatar deck so it was removed. That hazard and From the Pits of Angband are prohibited, but will be in the Power decks likely used by a Grey player with the remaining alive dragon hazards. More anti-Dragonlord hazards added: Birth-Spot, Dragon's Sleep, Devouring Wyrms.

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Some sites were changed. Wormsbane will be played at Mornost. Arkenstone at Thilgon's Tomb. Ruddy Varmint is now found at Eldanar instead of The White Towers. Durin's Axe now at Lossadan Cairn instead of Gondring's Lair. That Lair now has Great Cup of Thror.

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Characters change includes removing Dori, Fili, Kili, Fror II, Glorin. Added Attack-Lord, two Advisors and two Mountaineers.

**RESOURCES** (40/27)

		1	<b>Red Book of Westmarch(H)</b>
		1	<b>Bullroarer's Club</b>
<b>1</b>	<b>1</b>	1	<b>Great Cup of Thrór</b>
<b>3</b>	<b>1</b>	1	<b>The Arkenstone</b>
<b>3</b>	<b>1</b>	1	<b>Emerald of the Mariner</b>
<b>4</b>	<b>4</b>	1	<b>Wormsbane</b>
<b>2</b>	<b>2</b>	1	<b>Khazad Shathûr</b>
<b>4</b>	<b>4</b>	1	<b>Durin's Axe</b>
2	2	1	War Mattock
2	2	1	Valiant Sword
		1	Dwarven chain-shirt
		1	Honey
	*		<b>Thrór's Map</b>
	*		Necklace of Silver and Pearls
	*		Adamant Helmet
		1	Hobbit Short-bow
		1	Kilmakur
		1	Healing herbs
<b>3</b>	<b>1</b>	1	<b>Umli Traders</b>
<b>5</b>	<b>1</b>	1	<b>Returned Exiles</b>
1	1	1	<b>Carc</b>
		1	<b>Ruddy Varmint</b>
<b>5</b>	<b>5</b>	1	<b>King Under the Mountain</b>
<b>1</b>	<b>1</b>	1	When I Know Anything
<b>1</b>	<b>1</b>	1	No Strangers At This Time
1	1	1	To Fealty Sworn

**13/10**

3	Risky Blow	W
1	Block (oak)	
3	The Cock Crows	
3	Dragon Hunger	
1	Hollow of Thy Breast	
3	Marvels Told	Sa
1	Master of Esgaroth (Son)	move-o
2	We Must Away	move-o
2	Riddling Talk	riddle
1	<b>The Riddle Game</b>	riddle
3	<b>Fallen In With a Rascal</b>	
3	Fast Asleep	burg
1	Kheled-zâram	pe
1	Ringwinner Luckwearer	pe
1	Promptings of Wisdom	pe
1	Mathom Lore	pe
1	<b>His Beard Long and Forked</b>	pe
1	<b>Dwarven Art of War</b>	comm
1	<b>Clad in Mail-shirts</b>	comm
3	Smoke Rings	
2	1 Long Bottom Leaf	
1	Clad for War	s2+
1	Mining Settlement	s1+
1	More Than Meets the Eye	s2
*	Dwarven Heirlooms	s1*
*	Trusted Counselor	s1*
1	Oakenshield	s1
*	Son of Thráin	s1
1	A Good Bit Laid By	s2

**27/17**

**HAZARDS**(40/13)**16/3**

3	Dragon Hunters	dwarf		4	8	x		
2	Expert Treasure Hunter	hobbit						
1	Black Crows	animal-S	1	6	2	-	rl	ex2
3	Orc-Watch	orc	1	3	9	x		
3	Orc-Guard	orc	1	5	8	x		
3	Fell-Bear	animal,bear	2	1	15	5	nw(WWW)	
1	Canadras	Dragon	4	2	15	7	+2P.dwarves	
1	Bairanax	dragon-cw	x	2		14	7	GMN, WH, Gund, AV
1	Daelomin	dragon-cw	x	3		13	8	GMN, WH, NR, IH
1	Ando-anca	dragon-c		3		16	8	GMN, WH, Gap, Forov,
<del>1</del>	<del>Lomaw</del>	<del>dragon</del>	<del>x</del>	<del>3</del>		<del>14</del>	<del>8</del>	

**24/10**

3	Dragon's Curse							
1	Cursed Treasure							o2
3	Dragon's Desolation	S						
3	Frenzy of Madness	Dae-Play dragons at SH.						
3	Choking Shadows	S.env						
1	Threat of Many Feet	S						
1	Summons from Long Sleep	P						
1	Power Built By Waiting	P						
3	Prowess of Age	S						o1
3	Deftness of Agility	S.attack-dragon			choose	Bairanax		ex1
3	Passion of Wrath	S.attack-dragon			+2p, -1b	Smaug		
1	Birth-Spot	P						ex2
1	Last Threads Loosed	P						ex2
1	Devouring Wyrms	P						
1	Greater Storms							
1	Pit Trap							
1	Flooded to the Surface							
3	An Unexpected Outpost							

**SITES**

Blue Mt. Dwarf-H

Iron Hill Dwarf-H

Sh	Aden Secret Library		hob.3d5	Mathom Lore
Sh	Bag End			Red Book
Sh	Michael Delving			Bullroarer's Club
TU	Vasaran Ahjo			Umli Traders
Lf	Ligr Wodaize Berne			Honey
Fh	Logath Camp	m	men	
NR	Lake-town			
Na	Thilgon's Tomb-h	m, M, G	traps.2w10	Arkenstone (discard LostK)
Ag	Zarak Dum	m, M	dragon	x
Lf	Amon Anlug-h, sw	m, M	drake	Kilmakur
Fo	Thaurung	m, M	animals7w4	Hollow of Thy Left Breast
Fo	Gondring's Lair	m, M, ring	dragon.1w13	Necklace
Fo	Lossadan Cairn	m, M	undead.2w8	x
Nu	Andoloki	m, M, ring	drake.1w10,2w11	durin's axe
Ar	Eldanar	m	men.2w6	Ruddy Varmint
Du	The Riddle Caves	Info, m	trap.5w11	Anything
dg	Ghost-Caves	m, M (H)	undead.3w9	Great Cup of Thrór
NR	Lonely Mt.	m, M, G	Smaug	KING UNDER MOUNTAIN
NR	Long Marshes-sw	m	undead.2w7	Carc
GM	Norr-dum	m, M, G	dragon.2s13	Emerald
Na	Eithel Morgoth	m, M, G	troll.3w9	x
Li	Mount Rerir	m, M, G	undead.3w9	x
HP	Goblin-Gate	m, M	orc.3w6	Khazad Shathûr
TU	Urdic Camp	m, M	men	x
Na	Mornost	m, M, G	orc.4w8, orc.3w9	Wormsbane

**CHARACTERS-10**

12-7-4-3-2

4 Thorin II	9/4/6/8+	W/Sc/D	lb	Blue	+2DI.Dw; +3P.OTW
1 Dis	4/1/1/8	Sc/D	lb	Blue	
1 Kili	3/0/3/8	W/Sc	lb	Blue	1CP; +1P.O; -1DI.inf
<i>Mountaineer</i>	2/0/2/7*+	W/Sc			1CP; +1P.OT; -1DI.inf; mountain
2 Frerin	6/1/5/8*+	W/R	lb	Blue	+2DI.Dw; +2P.O
1 <i>Pathfinder</i>	3/0/2/7*	W/R			1CP; +1P.OT; -1DI.inf; t.OTDk
1 <i>Pathfinder</i>	3/0/2/7+	W/R			1CP; +1P.OT; -1DI.inf; t.OTDk
1 <i>Advisor</i>	3/1/2/6+	W/Sa			
1 <i>Advisor</i>	3/1/2/6	W/Sa			
1 <i>Advisor</i>	3/1/2/6*	W/Sa			
2 <i>Attack-Lord</i>	5/1/5/7*+	W	dw	any dwarf-hold	+2DI.dw; +1P.OTK; tap. +1P.dwf
Nori	2/0/4/7+	W	lb	Blue	1CP
Dori	1/0/3/6	W	lb	Blue	1CP
1 Milo Burrows	4/0/1/9+	Sc/R	H	Brandy Hall	-1CP
2 Bilbo	5/1/1/9+	Sc/Sa	H	Bag End	-4CP
Sancho	2/0/0/8+	Sc	H	Sackville	-1CP, burglary

starting company: at Blue Mountain Dwarf-hold

&lt;Son of Thrain&gt; &lt;Dwarven Heirlooms&gt;

2 Frerin	6/1/5/8	W/R	necklace of silver and pearls, <i>Trusted Counselor</i>		
<i>Mountaineer</i>	2/0/2/7	W/Sc			
2 <i>Attack-Lord</i>	5/1/5/7	W	adamant helmet		
1 <i>Advisor</i>	3/1/2/6	W/Sa			
1 <i>Pathfinder</i>	3/0/2/7	W/R	thror's map		

12/18 GI used Hand-8 Mind-32

**#1 Captains**

Thorin II-L	9/7/8/10	W/Sc/D	2 lb9	wormsbane, emerald, <i>Oaken</i> , <i>Son</i> , <i>Meets</i> , <i>Clad</i>
<i>Advisor</i>	3/1/2/8	W/Sa	1 dw3	shirt, Anything
Milo	4/0/1/9	Sc/R	1 H4	Promptings
<i>Mountaineer</i>	2/0/2/8	W/Sc	1 dw2	

**#2 Breakfast Club**

Frerin	3/8/5/9	W/R	2 lb6	shatur, book, <i>Trusted</i>
Sancho	2/0/0/8	Sc	0 H2	shortbow
<i>Attack-Lord-L</i>	5/1/9/8	W	2 dw5	durin's axe, adamant helmet, <i>Beard</i> , <i>Art</i>
Bilbo	5/6/1/9	Sc/Sa	2 H5	arkenstone, Mathom, Cup
<i>Pathfinder</i>	3/0/4/7	W/R	2 dw3	mattock
Nori	2/0/6/8	W	1 lb2	valiant
Sancho	2/7/4/8	W/Sc	0 H2	bullroarer, Fealty

## OVERVIEW

Thorin Oakenshield will be plotting a secret mission to dethrone Smaug. He will first act in Eriador. This should keep his mission secret. Then after playing some items the dwarf-lord will make surprise attacks into Northern Rhovanion. Many dwarves and three hobbits will help. This is not another dwarven raid. This raid is hidden and will require burglary of the quietest kind. You can move through your deck quickly by playing hazards and discarding resources. It will take you time to gather the main companies. Be patient. Once you get the items and dwarves in play, you will do nothing but attack Smaug and his minions. It possible to instead restore the kingdom at another, but close Lair so to be ready for the Power Decks.

### Top 5 Goals

1. Play Wormsbane
2. Play King Under the Mountain
3. Play No Strangers At This Time at site of Returned Exiles
4. Keep Bilbo alive
5. Engage with CvCC with Smaug using Hollow of Thy Breast

## CHARACTERS

All your characters are dwarves, except for the three hobbits. You will be facing a lot of combat with AA, dragon manifestations, and minions. Large companies are not needed and thus An Unexpected Party is not in the deck. The lesser dwarves will carry the minor items and take big strikes so Thorin can attack Smaug. Thorin's brother and sister will aid the dwarf to recover his long remembered gold. There are seven non-unique dwarves and unique dwarves either Longbeards or the lone Ironfist. Each Longbeard has the Blue Mountains as a home site. Seven dwarves carry corruption. Ten have a body less than eight.

Thorin is a strong Longbeard, but a bit weaker than his father. 18 DI is manageable, but 6 DI against dwarves must be supported. His 6 prowess is stout, but 8 body requires enhancement. His W-Scout-Diplomat skills can make him a supportive dwarf to cancel attacks or to play Diplomat events that require tapping. He is a leader and despises Orcs, Trolls, and Wolves with +2 prowess against them.

Dis is the rare female Dwarf. Her stats are that of a Hobbit at 4 mind, 1 DI, 1 prowess and 8 body. She is a Scout-Diplomat. She starts the game to make room to keep Frerin alive for a few more turns. She will be discarded soon into the game at a dwarf-hold to play Frerin or Thorin if his stage resources are drawn early.

Frerin is the best non-lord W-R dwarf. At 6-mind he commands with 3 DI against dwarves, 5 prowess and 8 body. This Longbeard has +2 prowess against orcs and +2 DI against the Blue Mountain Dwarves. Any non-stage resource playable on Thorin II is also playable on him if his brother is not in play. He will be the backbone of a core company.

Kili is the son of Frerin. Kili is a 3 mind Scout Longbeard. An average 3 prowess and 8 body can help this dwarf to his home in Erebor.

Some low-mind dwarves are useful when extra DI is present. Nori is the toughest of these at 2-mind, 4 prowess, and 7 body. Ori is a 1-mind and 2/7 stats. Their low body may prove to be their end, but stout hearts may prove victory in the small and weak. Play these three in the second deck and attack Smaug's minions.

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, but there are two copies of him available. One will start the game protecting the other dwarves until all arrive at Iron-Hills. 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 of one copy to keep him in play. His inclusion in the starting company provide a first site to be Amon Anlug to play Durin's Axe.

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. There are three advisors in the deck.

Two Pathfinders are in the deck and starts. His 2 prowess is low for his 3-mind, but as a Ranger that can tap to cancel a strike that is worth the cost. His carries one corruption and a hatred for orcs. His special ability is tapping to cancel a Drake, Orc, Troll attack keyed to a Wilderness by type. He might not survive the first few turns.

Mountaineer has similar prowess, corruption and hatred as Pathfinder. But he is a 2-mind 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. The first turn can have his company move to Enedhwaith. Next turn, move through MM Southern Spur into Wold & Foothills on the way to Gladden Fields or Bandit Lair.

Three hobbits have been whisked away on adventures by a bearded fellow not a wizard. He is an old hobbit that is wise in old lore for being a Sage. Bilbo Baggins read Thorin's want-ad at the Green Dragon on burglary. Then Bilbo recruited two other furry-footers on the quest to take back the mountain. Milo Burrows joins him to find the lost gold pens of Rhun. Milo is a typical 4-mind hobbit with 1 prowess, 9 body, and +1 to corruption checks. But is a rarity with two skills. He is a Ranger! His limitations besides a home site of Brandy Hall is he cannot be control by a Hobbit. Sancho Proudfoot was caught digging into Bilbo's pantry. Now, this 2-mind hobbit is the low-man in the trio of burglars. He has 0 prowess, 8 body, and +1 to corruption checks outside pantries. His home site is Sackville. His bright spot is +1 to his burglary attempts. Bilbo and Milo start play. Mathom Lore is in the playdeck. Sancho is in the sideboard so to be fetched.

## COMPANIES

Your starting company has all the skills, but Scout. You do start with 5 heroes. All are dwarves. More Than Meets the Eye does not start. This precludes having two hobbits in the starting company and riddling cards in the sideboard. Instead, Son of Thrain allows Thror's Map to start the game along with Trusted Counsellor to be on Frerin who is the main Ranger bearing hoard item Scabbard of Chalcedony. Dwarven Heirlooms starts the game, which avoids hoard sites in the game. It would be best to have His Beard Long and Forked to start on Attack-Lord, but King's Advisor starts to fetch that event. Attack-Lord bears Adamant Helmet for 8 body. Discard Nori on Turn 1 to keep him alive. Advisor should stay at the Lordhaven to stay alive and play Marvels Told. Pathfinder starts as somebody to fill the remaining 4 GI. Try to keep him alive early in the game. An option is to start the avatar in place of Nori, Frerin, and Pathfinder. Move this group around in and near Eriador to play items. Start the company at Blue Mountain Dwarf-hold.

<Son of Thrain> <Dwarven Heirlooms>			
2 Frerin	6/1/5/8	W/R	scabbard of chalcedony, Trusted Counselor
Nori	2/0/4/7	W	thror's map
2 Attack-Lord	5/1/5/7	W	adamant helmet



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

## #1 Captains

The Captains will have the dwarf-lord, Advisor, Mountaineer, and Milo. This company will attack dragons and play the hoard items. It is weak with one character with a prowess greater than four. The avatar has Wormsbane for 8 prowess and Emerald of the Mariner for 2 corruption points. Oakenshield gives 10 body with Clad in Mail-shirts. More Than Meets the Eye gives 6 DI against dwarves and 3 DI against Hobbits.

Advisor will have When I Know Anything and Dwarven Chainshirt for 8 body and help with +3 to corruption checks. Mountaineer is there to move through a mountain region surprising a Dragon away from home. Milo is your Ranger with Promptings of Wisdom to avoid hazards hindering movement in the Northern Waste. Let him carry items until he has the event. More than Meets the Eye gives 3 DI to Thorin for controlling hobbits. This company will visit Moria when it becomes a non-darkhaven. This company has three Scouts.

Thorin II-L	9/7/8/10	W/Sc/D	3 lb9	wormsbane, emerald, <b>Oaken, Son, Meets, Clad</b>
<i>Advisor</i>	3/1/2/8	W/Sa	1 dw3	shirt, Anything
Milo	4/0/1/9	Sc/R	1 H4	Promptings
<i>Mountaineer</i>	2/0/2/8	W/Sc	1 dw2	

## #2 Breakfast Club

The Breakfast Club are Frerin, Bilbo, Attack-Lord, Sancho, Nori, and Pathfinder. This company will play the minor items. Frerin will wear Khazad-Shathûr, have the Red Book, and be a Trusted Counsellor for 6 DI against dwarves and 2 DI against Hobbits. A 5 prowess is useful in this company. His follower is Attack-Lord, whom has a Long and Forked Beard, commands Dwarven Art of War, wears Adamant Helmet and wields Durin's Axe for 9 prowess and 8 body for two corruption. Sancho is there to burglarize sites and use Hobbit Short-bow. He will also carry minor items like the food or necklace.

Nori will take big strikes with Valiant Sword for 6 prowess and 8 body for one corruption. Bilbo will carry the Arkenstone and tell all about his Mathom Lore to Pathfinder. Bilbo stole the Great Cup of Thror; this hobbit has +3 DI against dwarves with the Arkenstone then another +2 with the cup. But the cup will eventually be discarded for its effect. Pathfinder is there to help as a Ranger and cancel nasty's. He has a heavy war mattock for 4 prowess and 7 body for two corruption.

Later, Sancho will have Bullroarer's Club and be Fealty Sworn for 4 prowess.

Frerin	3/8/5/9	W/R	2 lb6	shatur, book, <b>Trusted</b>
Sancho	2/0/0/8	Sc	0 H2	shortbow
<i>Attack-Lord-L</i>	5/1/9/8	W	2 dw5	durin's axe, adamant helmet, <b>Beard, Art</b>
Bilbo	5/6/1/9	Sc/Sa	2 H5	arkenstone, Mathom, Cup
<i>Pathfinder</i>	3/0/4/7	W/R	2 dw3	mattock
Nori	2/0/6/8	W	1 lb2	valiant

These two core companies will need 12 of your 18 points of GI.

## THORIN & DWARVES

Thorin has 18 GI and 4 DI. He has +2 DI versus dwarves. Prowess of 6 is powerful, but a Body of 8 is average. His prowess bonus against orcs, trolls, and wolves of +2 will have him not tapped when facing such strikes. His Scout and Diplomat skills are not needed.

[More Than Meets The Eye](#) grants him +3 DI against the high-minded hobbits. [Oakenshield](#) helps the dwarf-lord and gives him +1 body to max. 10. It is a shield with two abilities. First, he can tap the card to face a strike from an attack regardless of the attack's normal abilities or his status. Second, tap to Block from discard pile or play deck to hand. Get Block to hand whenever possible.

The dwarf-lord will have Wormsbane, Adamant Helmet. This leaves him at 5 CP. Such a set of cards will have Thorin at 10 body and 10 prowess versus dragons and the dragon's body receives -2 penalty. Dwarven Art of War is a command that grants +1 CC to dwarves with a battle-gear item and another +1 if a hoard battle-gear item. Thorin is the leader of this company, with Oakenshield, Emerald of the Mariner, and the three items will have 2 CP. He will be the main Warrior for his company.

[Son of Thráin](#) is a specific stage resource that allows the fetching of Master of Esgaroth or a non-unique dwarf.

## ITEMS

You have a wide array of items from weapons, helmet, armour, food, treasure, and jewels. Stage event A Good Bit Laid By will be used to gain +3 GI. A game point card, Not Badly Off, will help with corruption for Longbeard dwarves.

The jewel [Arkenstone](#) grants +3 DI against Dwarves. It comes with 2 CP and 4 for dwarves. Bilbo will tap it to untap a dwarf and control a Dwarf. The target dwarf then makes a modified CC -2. Keep the dwarves unburden with corruption. Put this jewel item in the company of Lord Thorin late in the game.

[Emerald of the Mariner](#), another hoard jewel item, is great for anybody. It has +1 to corruption checks and +1 to hand size. It is a hoard greater item. Get this into play soon.

A few hoard items are included among the battle-gear. [Wormsbane](#) is the prime weapon to attack Smaug the Golden. Anyone will have +2 prowess to max. 9. Against Dragon and Drake strikes +4 prowess to max. 12 and -2 to strike's body. These are great abilities for two corruption points and not being a hoard item.

Two hoard minor items: [Necklace of Silver and Pearls](#), and [Adamant Helmet](#) will help the dwarf-lord face dragon-lords. The gems will help gain access to the Riddle Caves. The helmet gives +1 body to max. 9 and removes Dark Enchantments on the wearer. Both items start play. You can tap a faction to fetch from the discard pile a hoard minor item.

[Hobbit Short-Bow](#) is a nice item to handle many attack types: Wolf, Animal, Spider, Orc, Man. Tap this item to modify these attacks by -1 prowess and -1 body.

[The Bullroarer's Club](#) is a weapon played at Michel Delving. The Thain or a Mathom Lore can play this at any site in the Shire. Bearer grants +1 prowess. Hobbit Warrior grants +2 prowess and +2 DI against Hobbits all for 1 corruption points and 1 MP.

[Khazad Shathur](#) is another helmet that provides dark enchantment protection. It was lost during the War of Dwarves and Orcs at Goblin-Gate. It provides a nice +2 body to max. 9, +1 DI against dwarves for two corruption points. But also it can be tapped to provide +3 to bearer's prowess against non-combat attacks. [Durin's Axe](#) is a weapon for a dwarf providing +4 prowess

and 3 corruption points. **Dwarven Chain-shirt** is a zero CP suit of armor giving a character +1 to max. 8.

These two major items will be stored late in the Avatar decks so to benefit from a stage event. **Valiant Sword** is +2 prowess and +1 body for two corruption points. **War Mattock** is also two corruption points for +2 prowess and +1 prowess against trolls.

Mathom Lore will fetch **Healing Herbs** and **Kilmakur** to your hand. Healing Herbs is in the playdeck and Kilmakur in the sideboard to be fetched by Mathom Lore. **Thror's Map** is the Lost Knowledge resource to play Wormsbane at a specific site. It may be used in the second deck to untap a Lair so to prevent the site's attack to be boosted against Lord Dain.

Kilmakur is a food minor item great for needing a higher mind. Discard to give bearer +3 prowess against non-combat attacks this turn. This will help at Riddle-Caves and Thilgon's Tomb. Discard to increase a non-Elf mind by two this turn. This will help at Riddle-Caves. Discard to give bearer +5 prowess against all heat based attacks such as Fire-storm.

**Great Cup of Thror** is a unique hoard major and treasure item; this item can be discarded to automatic pass a Burglary roll. **Red Book of Westmarch** grants the +2 DI for anyone to control Sancho. It carries a single corruption point. But playing it at Bag End will send that site to the discard pile.

## FACTIONS

**Returned Exiles** is the prize faction, but it requires a killed Dragon. It does not matter the dragon, except for a water-dragon.

The **Umli Traders** is the other faction. Play it near the end of the first deck. Talath Uichel is four regions from Númeriador and Iron Hills. The faction needs an attempt of 8 to play by a dwarf. The attempt must come from Thorin and his 3DI. When in play you tap this faction to take a hoard minor item from your discard pile to your hand.

## ALLIES

**Carc** is a flying ally. He is playable in Northern Rhovanion. Discarding him allows information to be playable in NR-SR-IH-Dor, and thus Hollow of Thy Left Breast to be played conveniently. A -2 prowess and 7 body will not let this bird fly much, but he can tap to cancel a non-AA strike against himself. Play this ally during the third deck.

**Ruddy Varmint** is an animal ally played at Ruins adjacent to The Shire. Play him in Arthedain, which is adjacent to the Northern Waste. This ally grants +1 to its company's riddling, offering, burglary, and flattery attempts. He is weak like a hobbit: one prowess and 8 body. He too can tap to cancel a non-AA strike against itself.

## MISSIONS

The main mission is **King Under the Mountain**. Expect a few lairs to be without its occupant late in the second deck due to the killing of dragons. King Under the Mountain will be tricky to play with dragons dying from crazed wizards. Ensure playing Mining Settlement on the site to make it a Lordhaven. Guarded Haven can be a Game Point card. Fast Asleep may be played on the site AA or the At Home attack. He must visit the Lair alone – using all of his general influence doing so. Then the At Home attack will have 16+ prowess.

**No Strangers At This Time** keeps a site in play if you had played a faction at the site. This faction is Returned Exiles. Attempt to kill the dragon hazard in Grey Mountains. The region is highly strategic for the Power Decks. You can play Deep Mines under the site then Gnawed

Ways to reach The Cobalt-Deeps or The Wind Throne. In addition, you can play New Tunnels under Shab Arch, Gondmaeglom, The Lonely Mountain, or another Dragon Den in Withered Heath.

**When I Know Anything** will aid in corruption checks to Thorin. Late in the second deck think about discarding the Sage with When I Know Anything, and then play that mission on Bilbo for the Power Decks.

**Hollow of the Left Breast** is the key to kill a Dragon-lord. Have one on Thorin just when to combat the dragon since this resource carries two corruption points. It is Information and Stolen Knowledge playable at a site in the same or adjacent region of a Dragon's Den. Now, the event can be discarded during combat to make one body check of a Dragon to be successful. Dark Enchantment will discard this card.

## GATES OF MORNING

No resource events in the deck are affected by Gates.

## FORODHWAITH & SAGES

This player has the fourth most Warrior events (4) in his deck. He is the other player with six riddle cards. Three rituals and two light enchantment will help the player. Five miscellaneous cards provide points. 34 events are short, zero long, and 12 are permanent-events.

You want to survive the nasty attacks around Withered Heath to face minions and Smaug. Expect a creature to be played on each moving company.

**Risky Blow** adds +3 prowess and -1 a Warrior against a strike. Either tap the character or try to keep him untapped. Thorin will need it when fight Smaug. Expect to play it 9/9.

**The Cock Crows** cancels a Troll attack. Buhr, Dol Guldur, Ettenmoors, Creb Durga, Iron-Deeps, and Under-Caves have such AA types. Smaug may play lots of trolls.

**Block** will allow a Warrior to not tap after facing a strike and modified a body check by -1. With it being recycled by Oakenshield this resource can be played several times each deck. Expect to play it 6x and fetched at least 4x.

**Dragon's Hunger** can cancel an attack and maybe see the opponent's hand. It is played on a dragon or drake attack. If the opponent has a hazard creature in his hand he must discard that creature and this reduces the hazard limit by one. Otherwise the attack is cancelled and you see the opponent's hand. Expect to play it 4/9.

You can get a surprise attack on Smaug if you are in Eriador. **Master of Esgaroth** can be fetched by a stage resource. It is there for long travels to play resources and draw cards. Expect to play it 4x and fetched at least 4x. You want to catch Smaug away from home, which can be done from Blue Mountains if you discard Cram for the first movement phase to reach Anduin Vales, and then move to reach any region adjacent to Northern Rhovanion. Instead, use We Must Away to move a company with two dwarves an additional region and untap all characters. Start at Blue Mountains and move to Anduin Vales. Lindalf is regions from Northern Rhovanion.

**Promptings of Wisdom** ensures movement for a vital site phase will not be impeded by hazards affecting your site phase actions.

**Marvels Told** will cancel hazards that harm you. Note only there are two Sages in the deck. It is a Ritual. Do not waste it; play it 8/9.

**Riddling Talk** + played by Bilbo + ally **Ruddy Varmint** is a +5 to his riddling attempt (+2 a sage, +2 for two hobbits, +1 ally). **Three Guesses** can add more to the riddling attempt. That event provides three rolls with each roll modified by -2. The event is used due to have many

bonuses to the attempt. There is a 42% per guess to have a six roll. Then the attempt is 11 good for Dragons, Drakes, Men, and Giants. There is a 50% total luck to have an eight roll for a 13 attempt good against orcs, trolls, spiders, slayers, awakened plants. A successful riddle and card guess will lower your HL by 3. Play Riddling Talk at least 7/9 and Three Guesses 5/9 or more.

~~—There's Queer Folk About has the chance to see your opponent's full hand. Either you will see an agent, hazards playable on an agent to you or his whole hand. Dragon Hunger can let you see your opponent's hand if he has another creature in his hand. Play the resource at least 7/9.~~

With hobbits why not burglarize? **Fast Asleep** is included just to play items at sites and not face the AAs. A hobbit scout has a base +5 to the roll. This resource grants a +3. An ally provides +1. Sancho has a +1 to burglary. That means Sancho succeeds on a roll of 1. Bilbo succeeds on a roll of 2. Other scouts succeed on a roll of 5, but require the resource event. Play this resource at least 6/9. Late into the game you will use the resource for minor items.

**Ringwinner Luckwearer** is played on Bilbo. He receives +1 to his burglary rolls. Also, successful use of Riddle events cause them to be shuffled into the playdeck. Now, Bilbo is automatic [+5 base, (+1 RL, Fast Asleep +3) , (+1 ally, +1 RL, Great Cup +2)]

Mining Settlement can be played at a RL Ancient Dwarf-hold Ruins. There is only one such non-under-deeps site west of the Mirror Halls. That site is four regions from Northern Rhovanion. Playing that stage resource on Mirror Halls may distract Smaug the Golden.

RL: Celeb-Ost, Mines of Falek-Dim, Mirror Halls

Lairs: Gondmaeglom, The Lonely Mountain, Zarak Dûm, Long Peak, Thunder Cleft  
Norr-dum

You can visit the Northern Spur of the Misty Mountains, which then is four regions from Erebor.

**Kheled-zâram** is the permanent-event to get Information cards to your hands. Move to Dimrill Dale with one company and target a character with this event. Target will untap or heal or untap the site and you can grab an Information resource from the discard pile. This will be Hollow of Thy Left Breast. Target first makes a corruption check modified by -1 if a dwarf. Now, all automatic-attacks at Dimrill Dale receive +1 to prowess and strikes – which will not be Orcs. 2s7p. Minion Stir=3s8p, +DoN=4s9p. Now, target cannot untap normally while at the site. The resource is discarded when target is no longer present.

~~—Rebuild the Town is mainly present to nullify No Abiding Place, Fire & Water or Devastation. This event is given to Lord Thorin since he travels wider and can use it for Master of Esgaroth.~~

## DRAGON-SLAYING

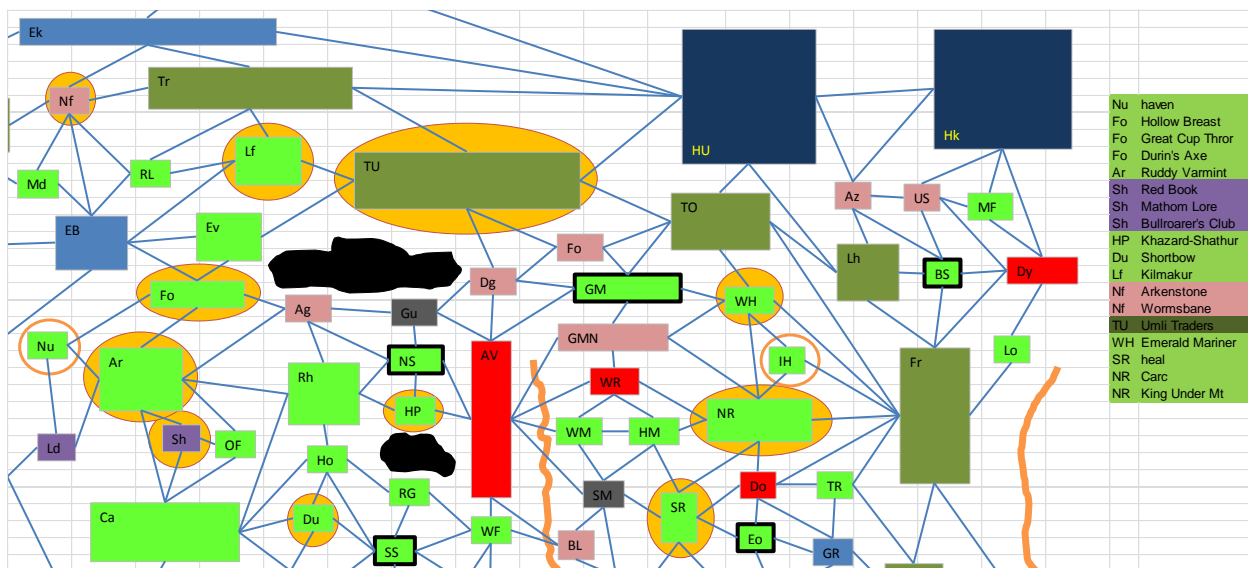
Lord Thorin is the dwarf to face Dragon strikes. Scorba Ahunt will be played by you for an initiation for Thorin. Weapons and Stolen Knowledge will aid Thorin or be his downfall. Wormsbane will grant Thorin 10 prowess against Dragons. Scabbard of Chalcedony can be transferred to Thorin when he needs it. Hollow of Thy Left Breast carries 2 CP, but lowers the worm's body to half. Two successful strikes on a Dragon-lord with Wormsbane should slay the beast. The dragon could always hide while Thorin carries all that corruption. Risky Blow will provide a +3 to prowess to ensure an advantage in combat. His friends can tap to support.

base(6/08), Wormsbane(+4/0), Scabbard(0/0), Helmet(0/+1), Oakenshield(0/+1) 10/10, 4CP  
Dragon's body: Wormsbane (-2), Scabbard(-1)

Emerald of the Mariner lowers CP to two.

~~Ordered to Kill will allow agents to be targeted by your creatures.~~

**Mining Settlement** will make you a Dwarf-hold and Lordhaven on a RL ancient Dwarf-ruin or is in a mountain region.





Númeriador	F	Blue Mountain Dwarf-hold	thorin, balin	.	
Forochel	L	Gondrings Lair	thorin	Dragon	
Forochel	R	Lossadan Cairn	thorin	Undead	
Forochel	R	Thaurung	thorin	animal	
Arthedain	R	Eldanar	thorin	Men	
The Shire	F	Aden Scarlet's Medical Library	thorin, balin	Hobbits	
The Shire	F	Bag End	gandalf, elrond, thorin, balin	.	
The Shire	F	Michel Delving	gandalf, thorin	.	
High Pass	S	Goblin-gate	gandalf, elrond, thorin	Orcs	
Dunland	R	The Riddle Caves	thorin	Traps	
Lindalf	R	Amon Anlug	thorin	Drake	
Narthal	S	Mornost	thorin	Orcs	
Narthal	R	Thilgon's Tomb	thorin	Traps	
Talath Uiechel	F	Vasaran Ahjo	thorin	.	
Withered Hearth	L	Caves of Ûlund	thorin	Dragon	
Southern Rhovanion	F	Gyogorasag Sanctuary	thorin	.	
Northern Rhovanion	R	Long Marshes	thorin	Undead	
Northern Rhovanion	L	The Lonely Mountain	thorin	Dragon	

## SITES

This Dwarf-lord has the daunting task to visit sites on both sides of the Misty Mountains. The starting company will stay in Eriador to play resources and travel into the Northern Waste. Blue Mountain is the main Lord-haven for Lord Thorin. When he travels east then Iron Hills will be the Lord-haven for use. This avatar will travel mostly in Wildernesses. The large distance covered is why Master of Esgaroth is in the deck. Though no Border-holds will be tapped. No Dark-holds will be visited.

This player will be tapping or visiting the least amount of sites at 17. Nine sites are in the Northern Waste. Four sites are near Iron Hills. Free-holds count to 4, Border-holds at one, 6 Ruins, 3 Lairs, and 2 Shadow-holds. Automatic-attacks count to 11. Half are harsh (dragons-3, Orcs-2, traps-1, Men, Animal, Drake, Undead-2). Sites to share with an attack are Goblin-Gate and Medical Library. He will visit 6 hoard sites, two swamps, and two Ancient Dwarf-hold.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	4	1	6	3	2	0	17

Some free-holds will provide the play of resources. [Aden Secret Library](#) is where you will play Mathom Lore. The site allows a Hobbit to tap to fetch this resource from the discard pile then played at that site. Talk about family trees through the 3 strikes with 5 prowess detainment attack. [Bag End](#) has the Red Book. [Micheal Delving](#) has the item Bullroarer's Club. [Ligr Wodaize Berne](#) has Honey. [Vasaran Ahjo](#) has the Umli Traders faction. [Gyogorasag Sanctuary](#) is the site to play *Hollow Thy Left Breast*. First, Carc will be discarded at the site to make Information playable. Perform this action during the third deck and the turn prior to combat Smaug the Golden. You can heal at the site.

Border-holds provide minor items such as Riavod and Logath Camp in the East. [Lake-town](#) is where you will play *Carc* the ally. *Master of Esgaroth* uses this site type. There are some Border-holds in Lindalf and Everdalf to get to Iron Hills from Blue Mountains if the second movement eating *Cram* or use *We Must Away*.

Ruins are your main sources of playing resources. Play the ally *Ruddy Varmint* at [Eldanar](#) after facing its weak two strikes with 6 prowess Men AA. *When I Know Anything* will try to be played at [The Riddle Caves](#). You need to use Necklace of Silver and Pearls to play that Light Enchantment. Dungeon Ghost-Caves also has hoard major items to play Great Cup of Thror.

Durin's Axe is found at Andoloki after facing the single strike Drake attack with 10 prowess. [Thaurung](#) allows the playing of *Hollow of Thy Left Breast*, which is the staging site to hunt Smaug outside his hole. Deal with the Shrews 7 strikes with 4 prowess attack. [Thilgon's Tomb](#) is where you will play The Arkenstone after discarding Thror's Map and after facing the tough two strikes with 10 prowess Traps attack. This site is in the Shadow-land Narthalf. All can be reached from Blue Mountains. You need swamps to play the minor item Kilmakur. Visit [Amon Anlug](#) to play that food item after facing the Drake attack. The site has hoard major items. [Long Marshes](#) is a swamp in Northern Rhovanion. Play Carc here after facing the weak two strike Undead attack with 7 prowess.

[Gondring's Lair](#) have hoard major items. Play Necklace of Silver and Pearls in Forochel. Then Balin will play Durin's Crown there. This ice-dragon has a 13 prowess strike with a draw of 3/3 to visit. Later visit [Norr-dûm](#) for another 13 prowess Dragon but with two strikes. Find Emerald of the Mariner there. This site was selected being an Ancient dwarf-ruin and thus can untap using Ithildin. Grey Mountains is four regions from Everdalf or six from Numeriadior. [The Lonely Mountain](#) is always on your mind.

A few shadow-holds have important resources. [Goblin-Gate](#) is the site to play the helm



Khazard-Shathur. That site should be popular, so play that item early. Dispatch the medium 3 strikes with 6 prowess Orc attack. Redoubled Force changes this to 6 strikes with 8 prowess. Those at Goblin-Gate can move to a site in Talath Uiechel or Northern Rhovanion. Wormsbane will be found at the Dark-hold **Mornost**. Burglarize it under its two attacks having Orcs of 4 strikes with 8 prowess and Orcs of 3 strikes with 9 prowess.

## **HEROS**

You are in the Northern Waste Region. Lord Dain will be at the Iron Hills. He can help when you visit Smaug. The Elves of Evermist are far away in the Bleak Mountains. You will not encounter them. Alatar is in the Illuin. He too may not encounter you either. You may be rescued or visited by a wizard in Eriador or Wilderland if you find yourself wrapped as food for a troll.

## **OPPONENTS**

The Northern Waste may be desolate, but it is not void of creatures. Durlach is unlikely to bother you in Forochel. Lomaw the Old will trouble you at Celeb-Ost. Your travels to Erebor are paved with Dragons. Throkmau will be roaming. You are likely to encounter him in your battle with Smaug.

Traveling in Eriador and Northern Waste is dangerous. Wilderland should be avoided south of the Grey Mountains due to hunting dragons. Instead move north across the tundra. Trolls are coming out of caves and down from the mountains. Make sure you are able to travel to a Lord-haven within one turn.

## **The ONE RING**

Others are worried by the Great Weapon of the Enemy. Your focus is on Erebor. Only attack a minion ringbearer if no one else can that turn. Let the elves and wizards clean the mess they left behind after the Last Alliance.

## MARSHALLING POINTS

- C=6 Character MP will be from those with a body of 9. Expect Thorin II to control 2 MP of characters. Bilbo might be discarded so to be played by Gandalf. Milo is 1 MP. Hope for a 2 MP dwarf to be in play with two more 1-MP dwarves such as Kili and Pathfinder.
- I=11 Your combat will need battle-gear items. Clad for War will provide full MP for such items. Wormsbane and Durin's Axe are your weapons. Khazad-shatur and Adamant Helmet are your helmets and Dwarven Chain-shirt is your armor. The Arkenstone will just be 1 MP.
- F=1 Returned Exiles and Umli Traders are your factions. Only count on Umli Traders.
- A=1 Carc is an ally that is likely to be discarded. This MP is from Ruddy Varmint.
- M=7 When I Know Anything is 1 MP. Making Thorin II king is another 5 MP.
- K=6 This does seem many kill MP since only two dwarves have a prowess greater than 4. With the need to kill a Dragon and play the faction for 10 MP, the focus is to acquire these 6 MP and focus on Smaug.
- GAME POINTS: A Merrier World, Not Badly Off, Rebuild the Town, Hobbits of Westmarch

## PLAYDECK MANAGEMENT

These dwarves have more than gold in their hoards; they have lots of resources too. Two groups that make up most of the sideboard resources are for fighting and riddling. The proud dwarf does not have to tap much during the first deck, but he may if he wishes.

Avatar tapping and Longbottom Leaf are the mechanisms to get cards from the sideboard. Longbottom Leaf and Mathom Lore are important. Two copies of *Longbottom Leaf* will be in the during the second deck for use during the third deck.

A bit more than half of the sideboard cards will be ready for the second deck. 15 resources will be sent to the discard pile. Longbottom Leaf will shuffle *You've Come Back Change* when a hobbit is in play. A command event will be shuffled when a leader is present. Some resources will be fetched by other resources. *Block* and *Master of Esgaroth* can be fetched by a stage event. Mathom Lore is fetched by a site. *His Beard Long and Forked* is fetched by a dwarf.

This player has one of the highest piles of resource events at 53 cards. Half of the events are either permanent-events (19), recyclable (4), or recycle cards (6). Six cards need skills. Six cards are for riddling. There are 3 rituals and 2 Light Enchantments. There is one race event: a Dwarf event.

### 1<sup>st</sup> PD

The starting company will begin at Blue Mountain Dwarf-hold. From here, you can play the items and information events in Eriador. You can easily bring in dwarves, hobbits, and Mathom Lore. Move around to draw cards. Soon, you will draw the avatar. Now, form your two main companies by taking time to play the Eriadorian resources.

Thorin's company will also stay in Eriador until the end of this deck. Play six of the seven non-minor items in the playdeck. At the end of this deck have two strong companies ready to play almost any remaining MP resource card. Expect to exhaust on Turn 10.

Smoke Rings shuffles cards that were discarded too early such as items. Go ahead and shuffle Marvels Told again.

An Unexpected Outpost shuffles *Prowess of Age* x3. Do not let your Dragons get cancelled.

### First Exhaustion

Remove from the sideboard 5 hazards to enhance the creatures: *Deftness of Agility* x3 and *At Their Throats*.

Place these resources in the sideboard: Longbottom Leaf, Block, Master of Esgaroth, and one minor items. The last four of these resources can be fetched from the discard pile.

### 2<sup>nd</sup> PD

Finish playing the resources targeting west of the Misty Mountains. Get Hollow of Thy Left Breast on a character other than Lord Thorin that can beat a Dragon-Lord's prowess. You can play The Arkenstone at Shab Arch if in dire need or Wormsbane at Kala Dularuath. Have Honey in play too. Use Mathom Lore to fetch minor items.

Near the end of the second deck, shuffle two Longbottom Leafs to later shuffle cards to play after killing a dragon creature manifestation. Then send both companies to the Iron Hills. The Breakfast Club will target Smaug's minions. If Smaug loses minions, then he must go out and gather MP. This is how Thorin will kill Smaug, away from the Lonely Mountain. Send the

Breakfast Club to the Iron Hills playing resources and attack Smaug's minions. Including in this is Honey and Carc. Move to Gyogorasag Sanctuary. Discard Carc and play Hollow of Thy Left Breast. Next turn, move everyone to combat Smaug the Golden. Keep Thorin in Eriador. First use We Must Away to reach Mathlaburg, and then play Master of Esgaroth to surprise a hunting Smaug. Expect to exhaust on Turn 18.

Smoke Rings shuffles cards to be needed later such as Three Guesses, Risky Blow, or Marvels Told.

An Unexpected Outpost shuffles *Dragon's Curse* x3.

### Second Exhaustion

Remove from the sideboard 4 hazards to target Dragon-Lords: *Last Threads Loosed*, *Birthspot*, Expert Treasure Hunter x3.

Place these resources in the sideboard: Block, Master of Esgaroth, and two minor items. These four resources can be fetched from the discard pile.

### **3<sup>Rd</sup> PD**

You should start this deck soon to kill a dragon hazard manifestation. Make a new home with the mission. Then move to havens for healing. Try to move Lord Thorin to Blue Mountains using Master of Esgaroth. Move others to Iron Hills with Honey. Then move to Celebannon to store Honey and fetch Hollow of Thy Breast. Next turn, Lord Thorin is fully healed. Move from the elf-hold to play the Stolen Knowledge at Gyogorasag Sanctuary. Fetch Master of Esgaroth and hope to use Cram or We Must Away to reach Anduin Vales. Now, move all to the site with Smaug the Golden. Expect to exhaust this deck.

## DECK MANIPULATION

1	Wormsbane		dp111		
1	Emerald of the Mariner		dp112		
1	Honey			dp123	
1	Kilmakur		dp113		
1	Umli Traders			Leaf2	
1	Returned Exiles		dp114		
1	Carc			dp211	
1	King Under the Mountain			Leaf3	
1	To Fealty Sworn				
1	You've Come Back Change	Leaf1			
1	No Strangers At This Time			Leaf3	
1	Block		dp125		
1	Hollow of Breast				honey
1	Master of Esgaroth		dp124		
3	Riddling Talk		dp121, dp122, dp123		
3	Three Guesses		dp131, dp132, dp133		
1	Mathom Lore		dp135		
1	His Beard Long and Forked		dp115		
1	Clad in Mail-shirts	Leaf1			
1	Longbottom Leaf			tap2	
1	Clad of War				tap3
1	Mining Settlement			dp212	
26 resources					
E1 X	Longbottom Leaf			Leaf2	
E1 X	Block			dp215	
E1 X	Master of Esgaroth				
E1 X	Healing Herbs				

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	-	-	2	+2	1	+1
SB to DP	15	+3	2	+1	-	-
Smoke	-	-	-	-	-	-
Leaf	2	0	3	-	-	-
avatar card	-	-3	-	-3	-	-3
other	-	-	-	-	1	0

Thorin needs to tap 3x in the first deck and 0x in the second PD.

## HAZARD

The goal for the hazards is to decimate minions visiting Lairs and regions with Lairs. Dragon creatures are mostly winged to affect Smaug the Golden or Throkmau the Vain.

## Creatures

Orc-Guard and Orc-Watch will detain minions or be discarded to play Frenzy of Madness. Guard has 5 strikes with 8 prowess. Watch has 3 strikes with 9 prowess. Since these orcs are keyed to Shadow-holds the creature can be used with Frenzy of Madness.

Expert Treasure Hunter is for Dragon-Lords. Expert Treasure Hunter is only playable after a non-detainment dwarf creature, which will come from the next creature or at a site with a hero dwarf company. The Hobbit has one strike of 12 prowess and 8 body. Against Dragons the prowess is 15. Attacker chooses the defender and all strikes must be given to the same character. Each successful strike does not wound, but an item is discarded from the company.

Dragon-hunters are Dwarves of with 4 strikes at 8 prowess, but +4 prowess and -1 to target's body against companies with a Dragon or Drake. Then, four strikes at 12 prowess turns into 1 strike at 15 prowess on a lone Dragon. The attack receives +1 prowess for every Gathered Bones of Dwarf characters or Dwarf factions in target's MP pile. The creature is keyed to any region with a Lair, dwarf-hold, or any non-Haven site in those regions.[Talath Oiohelka, Forovirkain, Grey Mountains, Narrows, Withered Hearth, N. Rhovanion, Iron Hills, Eorstan].

Black Crows are a creature and a Short-event. The creature stats are puny with six strikes at 2 prowess keyed to any non-Under-deeps Ruins. You may play this as a creature to discard Full of Froth and Rage, but do not. Use it as an event to fetch a hazard you played as a creature this MOVE phase. This can get the Dragon that attacked or that Orc that was detainment so to be used later with Frenzy of Madness.

Other foul things roam the permafrost. Fell-Bear has one strike of 15/5. He is hard to play needing Northern Waste movement with triple wildernesses or at a Ruins in the Northern Waste. If this attack/strike is cancelled by a company containing a dwarf or elf, then this creature can be played on that company again the next turn from the discard pile. The body of 5 is low. Only play this creature if you need to tap a vital character.

There are four dragons in the deck. Daelomin is obvious to use Frenzy of Madness. She has three strikes of 13 prowess of 8 body and winged. Not the best, but she chooses defending characters. This will ensure her survival when attacking. Frenzy of Madness allows her to be keyed to most Shadow-holds. Deftness of Agility assigns another strike to a target already facing one of her 13 prowess strikes, but this second strike is at 10 prowess. Passion of Wrath changes the creature attack to 15 prowess and 7 body.

Bairanax is a winged-cold drake from the Narrows. He has two strikes at 14 prowess with a low 7 body. However, he selects defenders. Frenzy of Madness allows him to be keyed to most Shadow-holds if you discard a creature keyed to the site. Deftness of Agility assigns another strike to a target already facing one of his 14 prowess strikes, but this second strike is the same at 14 prowess. Passion of Wrath changes the creature attack to 16 prowess and 6 body. That body is low, thus ensure one target has a prowess less than five.

Ando-anca is the meanest of the four. His 16 prowess will tap anyone and the three strikes will terrorize. An 8 body stat is healthy. He can be keyed to Dragon Gap, Forovirkain, Grey Mountains, Grey Mountain Narrows and Withered Hearth. This can effect of Throkmau and Smaug. Frenzy of Madness allows him to be keyed to most Shadow-holds if you discard a creature keyed to the site. Deftness of Agility assigns another strike to a target already facing one

of his 16 prowess strikes, but this second strike is at 13 prowess. Passion of Wrath changes the creature attack to 18 prowess and 7 body. You may kill with that combination.

Gostir is a winged cold-drake from the Illuin Mountains. Doors of Night extends his range to Azjan, Barl Syrnac, Lhugdalf, Mur Fostisyr, and Ukal Sej. This will bother Alatar. He attacks using three strikes at 14 prowess with 8 body. Frenzy of Madness allows him to be keyed to most Shadow-holds if you discard a creature keyed to the site. Deftness of Agility assigns another strike to a target already facing one of his 15 prowess strikes, but this second strike is at 12 prowess. Passion of Wrath changes the creature attack to 17 prowess and 6 body.

Lomaw the Old will be affected by Gostir if he moves east. The other three dragons target Withered Hearth. Throkmau the Vain will be bothered mainly by Ando-anca in Dragon Gap and Forovirkain. Smaug the Golden will be affected by three dragons especially Daelomin.

~~—Lomaw has similar capabilities to Daelomin but +1 prowess, but only chooses defending characters if keyed to a region. His regions will affect Throkmau and Demons of Illuin. Gostir is there to bother Demons of Illuin. He is winged so he can affect flying companies. His prowess and body are good for his three strikes.~~

## Creature Playability

- FH:
- BH:
- RL:
- 6 SH:            Watch        Guard
- 6 DH:            Watch        Guard
- UD:

- 
- FD:
  - BL:
  - W
  - 3 WWW                            Mountain trolls
  - 6 SL                Watch        Guard
  - 6 DD                Watch        Guard
  - CS

- 
- |   |                       |          |          |           |
|---|-----------------------|----------|----------|-----------|
| 1 | Barl Syrnac/ Lhûgdalf |          |          | Gostir    |
| 0 | Azjan/Ukal Sej        |          |          | Gostir    |
| 0 | Talath Uichel         |          |          |           |
| 0 | Talath Oiohelka       |          |          |           |
| 1 | Dragon Gap            |          |          | Ando-anca |
| 1 | Forovirkain           |          |          | Ando-anca |
| 3 | Withered Hearth       | Bairanax | Daelomin | Ando-anca |
| 3 | Grey Mountain Narrows | Bairanax | Daelomin | Ando-anca |
| 1 | Northern Rhovanion    |          | Daelomin |           |
| 1 | Iron Hills            |          | Daelomin |           |
| 1 | Anduin Vales          | Bairanax |          |           |
| 1 | Gundabad              | Bairanax |          |           |



## **HAZARD-35**

Hazard events increase playability of the Dragon creatures. Using these hazards will devour the hazard limit. However, some events help with this dilemma. There are three Environments and 12 Dragon events. 8 of the events are fast to play.

### Base cards-0

No base cards.

### Corruption/Character-4

Your corruption card is Dragon's Curse. It is also Dark Enchantment. Curse needs a Dragon creature, but will be effective on big minions. The attack's prowess is modified by -1. Then the victim receives this hazard and 2 CP. He makes a CC at the end of his untap phases. But only a Sage can remove this hazard normally.

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

### Main Theme-10

Your hazard theme is to attack with your 4 dragons using the following hazards.

The key card to your strategy is Frenzy of Madness. Just discard one of the six creatures playable at a shadow-hold to play the Dragon to that site. But Daelomin does not require a discarded creature.

Choking Shadows allows you to play the dragon on a company expecting an easy visit to a Ruins with Doors of Night in play. This environment changes a Ruins into a Shadow-hold or a Wilderness into a Shadow-land. Else, use the hazard to modify by +2 the prowess of an automatic-attack at a Ruins&Lairs. Visit a Ruins or Lairs just to sucker a minion company to visit the same site.

Dragon's Desolation with Doors of Night in play can have any Ruins with one Wilderness in its site path visited by a Dragon. Else the site needs two Wildernesses. Or a Dragon attack has its prowess modified by +2. This can help since three of the four Dragon creatures have a 13 or 14 prowess. Use this event on Gostir for 16 prowess.

Threat of Many Feet can double your chances to play Dragons keyed to a site using the before mentioned events. The hazard does not count against the hazard limit. Now you can key creatures to the site of origin. Dragon's Desolation and Frenzy of Madness now can be used if the company moves to a Haven.

Expect to play one Dragon on its own against Smaug, another with Threat of Many Feet, one with Dragon Desolation, and a fourth using Frenzy of Madness.

### Secondary Theme-11

The secondary theme increases the survival of the Dragon creatures either by modifying the attack or increasing the hazard limit to play another event.

Power Built By Waiting will allow you to pull off the combo to play a dragon. With many

difficult to play events, you can use two during another movement to untap this event.

Summons from Long Sleep will allow you to have a wrym ready to play with those corruption hazards. Then the creature has +2 prowess. Use another event to boost the attack.

Prowess of Age is an anti-canceller of Dragons. You do not want to use the hazard limit before the opponent plays a single card to cancel the attack. This hazard can be duplicated for additional prowess boost, but ten turns will have this combination be rare.

Deftness of Agility is a hazard to keep the creature alive by assigning a second strike to a character already assigned a strike. This second strike has its prowess modified by -3, except that Bairanax receives no penalty. Bairanax then has three strikes with 14 prowess. Play the creature when you can almost assure a wounded target. Gostir will have a fourth strike of 11 prowess. Daelomin has a fourth strike of 10 prowess; try not to use this event with Daelomin in fear of elimination from a strong company and ease of play from Frenzy of Madness. Ando-anco will have a fourth strike of 13 prowess likely against a wounded target that faced its 16 prowess.

Passion of Wrath modifies a strike from a Dragon attack. The strikes must first be assigned. This means you can decide the chances for the modified strike to wound. Play this event against a target that will be wounded. The event modifies the strike +2 prowess and -1 body. Avoid using this event on Bairanax who has a normal 7 body.

examples

		<b>Dragon's Desolation</b>						<b>1<sup>st</sup></b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>
1	Bairanax	dragon	x	2	14	7		x16/7	x16/7	
1	Gostir	dragon		3	14	8		.16/8	.16/8	.16/8
1	Daelomin	dragon	x	3	13	8		x15/8	x15/8	x15/8
1	Ando-anca	dragon		3	16	8		.18/8	.18/8	.18/8

#### **Deftness of Agility**

1	Bairanax	dragon	x	2	14	7		x14/7	x14/7 + 14/7	
1	Gostir	dragon		3	14	8		.14/8	.14/8	.14/8+.11/8
1	Daelomin	dragon	x	3	13	8		x13/8	x13/8	x13/8+10/8
1	Ando-anca	dragon		3	16	8		.16/8	.16/8	.16/8+.13/8

#### **Passion of Wrath**

1	Bairanax	dragon	x	2	14	7		x14/7	x16/6	
1	Gostir	dragon		3	14	8		.14/8	.14/8	.16/7
1	Daelomin	dragon	x	3	13	8		x13/8	x13/8	x15/7
1	Ando-anca	dragon		3	16	8		.16/8	.16/8	.18/7

### Anti-avatar: Dragon Lord-7

Last Threads Loosed is played on a character in a Dragon-Lord's company. A roll is made adding opponent's stage points. A result lower than the target's mind discards this card with no effect. Else one of the character permanent-events popular with Dragon-lords is discarded.

Birth Spot reduces the body of a Dragon character by three. The wrym can remove this hazard at his den. Expect the wrym to scurry to his minions for protection. He may eat them the next turn. Dragon's Sleep risks the Dragon to return to his site of origin if moving away from one of his dens. You can use this card to keep safe from a Dragon-lord if you moved near to its reach.

Devouring Wyrms is a faction hazard scaring movement of factions through hunting regions of A Hunt dragons. The dragon hazard will not be eliminated in a defeat – just discarded. This hazard will hinder minion factions from the Dragon-lords of raiding into Wilderland.

Greater Storms is a Short-event Environment played on a moving flying company. Make a roll and a result less than 7 taps all characters and allies. Else, the company is not flying for the rest of the turn and the defender chooses a site within 2 sites of origin site of destination. A far moving Dragon-lord is on a mission so slowing him will make a difference.

### Cycle-3

An Unexpected Outpost will recycle the most useful hazard events.

~~Exile of Solitude does not exactly help with attack with your dragons, but does help with others' dragons. Is played on guard on a site with an at Home Dragon manifestation likely on a site that you are now at awaiting CvCC. Surprise the guests with this hazard and take one of them captive and may discard any followers.~~

~~Wings Under Tree punishes flying companies by modifying prowess by -3 (minimum of 6) and makes Dragon only companies non-flying that turn against those in Mirkwood or with only Wilderness in site path. This can help kill Smaug the Golden by decreasing that turn.~~

TURN01, vs. Desert

**MOVE**

Nazog, -sl-t,bh.

HL4+1(GtWR), Evermist plays Dwalin as OG.

HL4, Alatar plays An Unexpected Outpost to shuffle Birth-spot.

HL2, Thorin plays An Unexpected Outpost to shuffle Deftness of Agility.

WATTAN shuffles Voices of Malice.

TURN01, vs. Adunaphel

**MOVE**

Bereth, -sl-j-bl-bl,fh

HL5, Thorin-x

HL4, Evermist-x

HL3, Alatar-x

HL2, Dain-x

HL1, Imrahil-x; has Lost at Sea in hand.

No hazards played:

HL1, Thorongil, plays Arouse Defenders on the site.

TURN01, vs. Akhorahil

**MOVE**

Abur, -,haven

HL2, Alatar-x uses Bofur as OG.

HL1, Dain-x, Thorin-x, Evermist-x, Pallando-x

HL1, Thorongil-x

Akhorahil, -bl-w-sl,haven

Uses Deeper Shadow to reduce HL

HL1, Alatar-x ; has Ice-drake and True Cold-drake in hand.

Hador, -sl-w-bl,sh

HL3, Alatar-x

HL2, Dain-x, Thorin-x (has Bairanax, Frenzy of Madness in hand!)

HL2, **Thorin** plays Choking Shadows on the site.

Djerual taps to use Voices of Malice to discard Saruman the Wise,Hador supports, ccroll auto

TURN01, vs. Black N

**MOVE**

Gastmorgath, -dd-w-bl-w,bh

HL5, Dain-x; Dragon Blood in hand; no Light-drake in hand,

HL4, **Thorin**-x

HL3, Evermist-x

HL2, Alatar-x

## TURN01, Blue MDH, U

U	Frerin	6	5	5	8	lb	W		R			1	Trusted Counsellor	Necklace of Silver and
U	Attack-Lord	5	3	5	8	dw	W					1		Adamant Helmet
U	Mountaineer	2	0	2	7	dw	W	Sc				1		Thrór's Map(H)
U	Pathfinder	3	0	2	7	dw	W		R			1		
U	Advisor	3	1	2	6	dw	W			Sa		0		

Bairanax		Thorin-avatar		
Frenzy of Madness		We Must Away		
LongBottom Leaf		When I Know Anything		
Marvels Told		0		
0		0		
Turn: 1	Hand: 8	MP: 6	SP: 4	PD: 83
Adunaphé Black		Akhorahil Desert		SMAUG

Gates of Morning Spring of Arda

Tidings of Death

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

, Bane of the North, Thorkmaw at Home, Mordor in Ruins

, Kelper Enraged

, Minions Stir

## UNTAP

### ORG

Thorin-avatar played at home site. Avatar taps to dump to sideboard: [Emerald of the Mariner Wormsbane, The Bullroarer's Club, Returned Exiles, His Beard Long and Forked]

Thorin, Mountaineer stay. Others move to The Riddle Caves.

## MOVE

Thorin, -,haven

HL2, Adûnaphel plays An Unexpected Outpost to shuffle Sea Blockade

HL1, Adûnaphel plays Echoes of Númenor's Fall

Frerin, -w-w-w-w.rl

HL4, Adunaphel keys Errand-riders of Gondor to W.dunedain.2s7p5b, det

Pathfinder taps to face both strikes, 2p-3y, 2p-3x-1, scroll, scroll

HL3, Adunaphel plays Lure of the Senses on King's Advisor.

HL1, Black plays Taint of Glory on Frerin

Frerin discards to use Necklace of Silver and Pearls

## SITE

The Riddle Caves, (1)Traps---5 strikes with 11 prowess(detainment, mind)

Frerin will face all strikes. Frerin, 6m+5.item-3x=8, 7sroll,5sroll,8sroll,12sroll,8sroll

Taps on last strike. Advisor taps to play WIKI, taps site.

## END

TURN02, vs. Black

**MOVE**

Gastmorgath, -w-fd-w-sl,bh

HL5, Thorin keys Orc-Guard to sh. Orcs.5s8p, MS=6s9p, detainment to SL

Faltur, 2p-3x+9sroll=8,taps

Horseman ,3p-3x-1e+6sroll=5,taps

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

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

Gastmorgath, 4p-3x+6sroll=7,taps

HL4, Thorin uses OG Dragon Hunters

TURN02, Adunaphel

**MOVE**

Bereth, -bl,rl

HL5, Evermist-x

HL4, Dain-x

HL3, Thorin plays ENV Choking Shadows on Ruins site.

HL1, Alatar-x

TURN02, Desert

**MOVE**

Shaman, -,haven

HL2, Alatar uses OG Lassaraukar

HL1, Thorin-x; no hazards played = starting HL of two minus 1 given to Thorongil.

HL1, Thg-x

Nazog, -t-sl,haven

HL4, Alatar plays Summons From Long Sleep; Winged Cold-Drake placed with hazard.

HL2, Thorin-x

HL1, Evermist-x

TURN02-1.3

@ Blue MDH,U

T	Thorin-avatar	9	6	6	8	lb	W	Sc		D	0	Son of Thráin
U	Mountaineer	2	0	2	7	dw	W	Sc			2	Thrór's Map(H)

@ The Riddle Caves, T

T	Frerin	6	5	5	8	lb	W		R		1	Trusted Counsellor	Taint of Glory
U	Attack-Lord	5	3	5	8	dw	W				1		Adamant Helmet
T	Pathfinder	3	0	2	7	dw	W		R		1		
T	Advisor	3	1	2	6	dw	W			Sa	3	Lure of the Senses	When I Know Anything

Bairanax		Marvels Told	
Fell-Bear		Marvels Told	
Frenzy of Madness		Valiant Sword	
Great Cup of Thrór		0	
0		0	
Turn: 2	Hand: 8	MP: 7	PD: 76 SP: 4
Black	Desert	Adunaphe Akhorahil	SMAUG

Gates of Morning Spring of Arda

Tidings of Death

, Wardens of the Woodland Realm, Lord of the Woods, Summons from Long Sleep, Summons From Long Sleep, Alatar the Hunter, Merkampa at Home, Traitor  
, Scorba at Home, Mordor in Ruins, Echoes of Númenor's Fall  
, Minions Stir

**UNTAP** {return home to play sage event; should draw other cards to tap sites}

**ORG**

Avatar taps to dump 5 cards to discard pile: [Block, Master of Esgaroth, Riddling Talk x3]  
Advisor no tap remove hazard, 10hroll-3x=7,pass. Frerin no tap remove hazard, 4hroll-3x=1,fail.  
Thorin+ stays. Frerin+ move to Blue MDH.

**MOVE**

Thorin, -,haven

HL2, Black uses OG Dunadan Explorers

HL1, Desert-x, Thg-x

Frerin, -w-w-w-w,haven

HL4, Black has Rain-drake keyed to WWW, drake.1s15p

{Pathfinder taps to cancel drake attacked keyed to wilderness.

{Smart to avoid Ghost-caves, for Incite Denizens is in hand for Desert.

HL2, Desert-x

HL1, Adunaphel-x

Advisor taps to play Marvels Told to target Minions Stir, Frerin, AttackLord support,  
-2.res-1.wika+2.sup+2.croll=1,pass.

**SITE**

**END**

TURN02, vs. Desert

**MOVE**

Nazog, -sl-j-t,rl

HL4, Dain places True Fire-drake on Summons from Long Sleep

HL3, Alatar plays Known to an Ounce on the site that has a hoard.

HL1, Thorin-x

TURN02, vs. Adunaphel

**MOVE**

Bereth,-bl-bl-j-sl,haven

HL5, Alatar-x

HL4, Evermist uses An Unexpected Outpost to shuffle Stay Her Appetite

HL2, Dain-x

HL1, Thorin-x

TURN02, vs. Black

**MOVE**

Gastmorgath, bh

HL5, Evermist uses OG Aamumeren Isä

HL4, Thorin-x

HL3, Alatar-x

HL2, Dain-x

HL1, League-x

TURN02, vs. Akhorahil

**MOVE**

Akhorahil, -,haven

HL3, Thorin uses OG Deftness of Agility

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

Hador, -bl-t-sl,haven

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x



TURN 03-4.3 {Smaug minions at Barak Shathûr}

@ Blue Mountains.dwarf, U

T	Thorin-avatar	9	6	6	8	lb	W	Sc		D	0	Son of Thráin	
U	Mountaineer	2	0	2	7	dw	W	Sc			2	Thrór's Map(H)	
T	Frerin	6	5	5	8	lb	W		R		1	Trusted Counsellor	Taint of Glory
T	Attack-Lord	5	3	5	8	dw	W				1		Adamant Helmet
T	Pathfinder	3	0	2	7	dw	W		R		1		
T	Advisor	3	1	2	6	dw	W		Sa		1		When I Know Anything

Bairanax		Orc-Watch			0
Fast Asleep		Sancho Proudfoot			Clouds
Frenzy of Madness		The Cock Crows			Deeper Shadow
Marvels Told		Valiant Sword			Eyes of the Well
0		0			Herion
0		0			0
Turn: 3	Hand: 8	MP: 7	PD: 70	SP: 4	0
Akhorahil	Black	Desert	Adunaphe	SMAUG	Poison of His Voice
					By the Ringwraith's Word

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,

Merkampa at Home, Traitor, His Own Master

, Mordor in Ruins

## UNTAP

**ORG** {Go play hobbit}

Frerin no tap remove hazard, 6hroll-3x=3,fail. The Cock Crows, Gates, discards Taint of Glory  
Avatar taps to dump 5 cards from SB to DP: [Fallen in with a Rascal x3, Mining Settlement,  
Honey].

Thorin and Advisor stay. Frerin+ move to Sackville.

## MOVE

Thorin, -,haven

HL2, Akhorahil plays Clouds.

Frerin, -w-w-fd,fh

HL4, Akhorahil-x

HL3, Black-x

HL2, Desert-x

HL1, Adunaphel-x

## SITE

## END

TURN 04 vs. Black

**MOVE** {Weary to have a big HL with coastal sea in spath.}  
Gastmorgath, -sl-w-cs-bl, RL; Harbâz  
HL5, Alatar plays Redoubled Force  
HL3, Thorin-x {dragon, Frenzy of Madness, Orc-watch in hand}  
HL2, Evermist-x  
HL1, Dain plays Rumor of Wealth {no dragon played}

TURN 04 vs. Adunaphel

**MOVE**  
Bereth, -sl-t-tt-t-w-w-sl, haven Minas Morgul  
HL3, Dain-x  
HL2, Evermist-x  
HL1, Thorin-x {has dragon, Frenzy of Madness, Orc Watch in hand}  
Forced March played to move to Chey Goumal  
+  
Bereth, -sl-w-w-bl, bh Umbar  
HL3, Dain-x  
HL2, Evermist-x  
HL1, Thorin-x

TURN 04 vs. Desert

**MOVE**  
Veteran, -sl-t-tt-w-w-dd, haven Chey Goumal  
HL2, Thorin-x  
HL1, Alatar-x  
HL1, Thg-x  
WATTAN shuffles Vermin for Dinner.  
  
Nazog, -t-tt, Ruins Urud-an-Khibil  
HL4, Thorin-x Drew Dragon's Desolation  
HL3, Alatar plays Known to An Ounce on site.  
HL1, Dain-x

TURN04-4.3

@ Blue Mountains-U

T	Thorin-avatar	9	6	6	8	lb	W	Sc		D	0	Son of Thráin
U	Advisor	3	1	2	6	dw	W		Sa		1	When I Know Anything

@ Sackville,U

U	Frerin	6	5	5	8	lb	W		R		0	Trusted Counsellor
U	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet
U	Pathfinder	3	0	2	7	dw	W		R		1	
U	Mountaineer	2	0	2	7	dw	W	Sc			2	Thrór's Map(H)

Bairanax		Marvels Told			Demons of Vatra
Dragon's Desolation		Oakenshield			Demons of Vatra
Fast Asleep		Orc-Watch			Foul Trophies
Frenzy of Madness		Sancho Proudfoot			0
0		0			Orc Sniffer
0		0			Orc Tracker
Turn: 4	Hand: 8	MP: 7	PD: 64	SP: 4	That Ain't No Secret
Desert	Black	Adunaphe	Akhorahil	SMAUG	Voices of Malice
					0

Gates of Morning Spring of Arda Spring of Arda  
 , Wardens of the Woodland Realm, Redoubled Force, IceDrake, True Fire-drake, Summons  
 From Long Sleep, Summons from Long Sleep, Merkampa at Home, Traitor, His Own Master  
 , Mordor in Ruins

## UNTAP

### ORG

Sancho Proudfoot played at home site, Sackville.

Oakenshield played on Lord Thorin.

Lord Thorin taps to shuffle from SB to PD: [Clad in Mail-shirts]

Thorin+ stay. Frerin+ moves to Andoloki in hope to drawn resource to tap site.

## MOVE

Thorin, -haven Blue Mountains

HL2, Desert uses OG Demons of Vatra

HL1, Black-x hand[Siege,Lost at Sea, Sea Serpent]

Frerin, -fd-w-w,RL Andoloki

HL5, Desert-x

HL4, Black-x

HL3, Adunpahel-x

HL2, Akhorahil-x

HL1, Smaug-x [Yet to draw a Cave Worm]

## SITE

### END

Oakenshield taps to grab Block from DP.

TURN05 vs Ren

**MOVE**

Ologong, -dd-w-bl-w,RL. Ruins of Anaoshak

HL3, Alatar -x Were-worm in hand

HL2, Dain-x

HL1, Thorin-x hand(Ando-anca,Bairanax,Dragon's Desolation,Frenzy of Madness,Orc Watch)

Above the Abyss untaps Ologong.

Good; no need for Deeper Shadow

TURN05 vs Uvatha

**MOVE**

Ulrac, -,bh. Relerindú

HL2, Thorin uses OG Passion of Wrath

HL1, Alatar-x Only Were-worm in hand

HL1, Thg-x

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

HL2, Thorin uses OG Dwarven chain-shirt

HL1, Alatar-x

HL1, Thg-x

WATTAN shuffles Asdriags; to play Cult of the Dark Lord next turn.

Pon Opar, -bh. Raider-hold.

HL2, Thorin uses OG Kheled-zâram

HL1, Alatar-x

HL1, Thg-x

TURN05 vs Dwar

**MOVE**

Ufkral, -,haven. Minas Morgul

HL3, Thorin uses OG Dis

HL2, Evermist-x

HL1, Alatar-x

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

HL2, Thorin plays An Unexpected Outpost to shuffle from DP [Choking Shadows]

Gorfaur, -sl-w-w-bl,RL. Vamag

HL4, Thorin plays Dragon's Desolation on new site.

HL3, Thorin keys to new site Ando-anca. Cold dragon.3s16p8b

Uchel taps using MR Savagery to cancel

HL1, Evermist-x

TURN05 {Smaug at LM, Lake-town}

@ Blue M, U

T	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thráin	Oakenshield
U	Advisor	3	1	2	6	dw	W		Sa		1	When I Know Anything	

@ Andoloki, U

U	Frerin	6	5	5	8	lb	W		R		0	Trusted Counsellor	
U	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet	
U	Pathfinder	3	0	2	7	dw	W		R		1		
U	Mountaineer	2	0	2	7	dw	W	Sc			2	Thrór's Map(H)	
U	Sancho Proudfoot	2	0	0	8	H		Sc			-1		

Bairanax		Frenzy of Madness		Above the Abyss
Block		Hobbit Shortbow		Black Rider
Dwarven chain-shirt		Marvels Told		Leeches
Fast Asleep		The Arkenstone(H)		Neekerbreekers
0		0		Plague
0		0		Pûkel-men
Turn: 5	Hand: 8	MP: 7	PD: 58	SP: 5
Dwar	Uvatha	Ren	Hoarmura	SMAUG
				The Tormented Earth
				0

Gates of Morning Spring of Arda Spring of Arda

, Wardens of the Woodland Realm, Redoubled Force, IceDrake, Summons From Long Sleep,

Traitor, His Own Master

, It Stinks, Mordor in Ruins

, Awaken Denizens

**UNTAP**

**ORG** {go play greater item}

Thorin+ stays.

Frerin+ move to Thilgon's Tomb.

## MOVE

Frerin, -w-w-cs-sl,RL. Thilgon's Tomb

HL5, Dwar plays Wolf as agent. Want to use Nobody's Friend with this agent, but already faced Wilderland Division; now facing Northern Waste Division. Hope to see Face Out of Sight later.

HL4, Keys Neeker-breekers to W. animals/vermin.each.7p

Frerin, 6m-3x+8sroll=11

Attack-Lord, 5m-3x+7sroll=9

Pathfinder,3m-3x+6sroll=6,taps

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

Sancho,2m-3x+5sroll=4,taps

HL2, Uvatha plays Full of Froth and Rage

HL1, Uvatha keys Boars to W. animals/boar.2s7p; FFR+SoA=3s9p

Advisor taps to play Marvels Told to target FFR, Thorin supports,  
-2.res-1.wika+1.sup+7croll=5.

Frerin and Attack-Lord facing.

Attack-Lord taps to give +1 prowess to all dwarves against this attack.

Frerin taps to face two strikes.

Frerin, 5p-3x+1.aL+7sroll=10,defeat

Frerin, 5p-1t+1.aL+7sroll=12.defeat

Attack-Lord, 5p-1t+1.aL+6sroll=11.defeat. Nice roast.

## SITE

**END** Denethor.Evermist

TURN06 vs Uvatha

**MOVE**

Ulrac, -,bh. Relerindú

HL2, Thorin uses OG Passion of Wrath

HL1, Alatar-x Only Were-worm in hand

HL1, Thg-x

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

HL2, Thorin uses OG Dwarven chain-shirt

HL1, Alatar-x

HL1, Thg-x

WATTAN shuffles Asdriags; to play Cult of the Dark Lord next turn.

Pon Opar, -bh. Raider-hold.

HL2, Thorin uses OG Kheled-zâram

HL1, Alatar-x

HL1, Thg-x

TURN06 vs Hoarmurath

**MOVE**

Hoarmurath, -,haven. Minas Morgul

HL2, Alatar uses OG were-worm

HL1, Thorin plays Power Built By Waiting

Gurthlug, -,dh. Barad-dur

HL3, Alatar uses OG Many Foes He Fought

HL2, Thorin-x

HL1, Evermist-x

TURN06-3.3 {Smaug at Long Marshes, LM}

@ Blue MDH, U

T	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thráin	Oakenshield
T	Advisor	3	1	2	6	dw	W		Sa		1	When I Know Anything	

@ Thilgon's Tomb, U

T	Frerin	6	5	5	8	lb	W		R		0	Trusted Counsellor
T	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet
T	Pathfinder	3	0	2	7	dw	W		R		1	
T	Mountaineer	2	0	2	7	dw	W	Sc			2	Thrór's Map(H)
T	Sancho Proudfoot	2	0	0	8	H		Sc			-1	

Bairanax		Frenzy of Madness		Asdriags	
Block		Hobbit Shortbow		Asternak	
Choking Shadows		The Arkenstone(H)		Boars	
Fast Asleep		0		Heralded Lord	
0		0		Nûriags	
0		0		Shut Yer Mouth	
Turn: 6	Hand: 8	MP: 7	PD: 52	SP: 5	Usriev of Treachery
Uvatha	Hoarmura Dwar	Ren	SMAUG	Well Aimed	
				0	

Gates of Morning Spring of Arda Spring of Arda Helecthil Light of the North  
 , Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long  
 Sleep  
 , Angurth at Home, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, It Stinks,  
 Mordor Rebuilt, Like Shreds of Cloud  
 , Sleepless Malice

UNTAP

ORG

Mountaineer transfers Thrór's Map to Sancho, Frerin supports, -1.item-1.card+1.sup+croll=auto  
 All stay.



## **MOVE**

Thorin, -,haven. Blue MDH

HL2, Uvatha uses OG Asternak

HL1, Hoarmurath-x

HL1, Smg-x

Frerin, -,RL. Thilgon's Tomb

HL5, Uvatha plays Shut Yer Mouth on Frerin

HL4, Uvatha plays Bairanax at Home

HL2, Hoarmurath plays Ghouls at RL using Sleepless Malice, undead.5s7p

HL1, Dwar-x His three agents already moved this turn.

## **SITE**

Thilgon's Tomb. AA- (1)Traps---2 strikes with 10 prowess

Sancho uses native Burglary ability playing Fast Asleep, ? on trap attack? Rust builds up.

+2.sc+3.hobbit+3.res+1.card+11roll=20. Site is tapped, Sancho taps.

Discards Thror's Map for Lost Knowledge for greater item.

At hoard site; Sancho plays The Arkenstone.

Since an event tapped the site, no free minor item.

**END** Saruman.Alatar

**MOVE.7-Ren**

Ren, -dd-sl-sl-dd-dd-sl, haven. Minas Morgul

HL2, Thorin-x

HL1, Dain plays Power Built By Waiting

Ologong, -w-bl,bh. Samarth

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thorongil plays Weariness of the Heart on Aknazeh, -1prowess

Aknazeh taps to play Voices of Malice, Power Built By Waiting, 12croll-2.res-2.item+2.RW=10.

**MOVE.7- Uvatha**

Uvatha, -dd-sl,sl,bh. Iorag Camp

HL2, Evermist uses OG Not at Home

HL1, Thorin-x

HL1, Thg-x

Ulrac, -w-dd, haven. Chey Goumal

HL2, Evermist-x drew Not at Home

HL1, Thorin keys Orc-Watch to DD. Orcs.3s9p; has 3 more Guard/Watch in playdeck

Uvatha, 9p-2.mode-2e-3x+7sroll=9,ineff

**MOVE.7-Dwar**

Gorfaur, -sl-dd,DH. Cirith Gorgor

HL4, Alatar-x

HL3, Evermist-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

TURN07-1.3

{Smaug at Long Marshes, Ilerock, LM}

@ Blue MDH

U	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thrain	Oakenshield
U	Advisor	3	1	2	6	dw	W		Sa		1	When I Know Anything	

@ Thilgon's Tomb, T

U	Frerin	6	3	5	8	lb	W		R		0	Trusted Counsellor	Shut Yer Mouth
U	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet	
U	Pathfinder	3	0	2	7	dw	W		R		1		
U	Mountaineer	2	0	2	7	dw	W	Sc			1		
U	Sancho Proudfoot	2	0	0	8	H		Sc			1	The Arkenstone(H)	

Bairanax		Frenzy of Madness		Crooked Promptings
Block		Pit Trap		Deeper Shadow
Choking Shadows		Risky Blow		Fire-blade of Sen Jey
Dragon's Desolation	0			Mionid
0	0			Near to Hear a Whisper
0	0			Sojourn in Shadows
Turn: 7	Hand: 8	MP: 8	PD: 44	SP: 5
Ren	Uvatha	Hoarmura	Dwar	SMAUG
				Wargs

Spring of Arda Spring of Arda Helecthil Light of the North

Grinding Ice

, Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long Sleep

, 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, The Moon is Dead, It Stinks, Bairanax at Home, Mordor Rebuilt, Like Shreds of Cloud

, Itangast aHunt

, Sleepless Malice

UNTAP

ORG

Frerin rolls to remove hazard, 3hroll-7.base=-4,fail.

Thorin stays.

Frerin(Mountaineer), Sancho move to Blue MDH.

Attack-lord (pathfinder) move to Eldanar.

## **MOVE.7-Thorin**

Thorin, -,haven. Blue MDH

HL2, Ren plays Near to Hear a Whisper

HL1, Ren uses OG Sojourn in Shadows

Attack-lord, -sl-cs-w-w,RL. Eldanar.

HL1, Ren plays Drought

Frerin, -sl-cs-w-w,haven. Blue mDH

HL3, Ren keys Wolves to W. wolves.3s8p

Mountaineer plays Block.

Frerin,  $5p+9sroll=14$

Mountaineer,  $2p+3.res+6sroll=8$

Sancho,  $0p+4sroll=4$ , success. 7broll=wounded.

HL2, Ren keys Wargs to SL. Wolves.2s9p

Arkenstone tapped to untap Frerin,  $-2.stone+12croll=10$ ,pass.

Frerin plays Risky Blow

Frerin,  $5p-3x+3.res+5sroll=10$

Mountaineer,  $2p-3x+7sroll=6$ , success. 11broll=11,killed.

HL1, Ren keys Wargs to SL. Wolves.2s9p

Frerin taps to face two strikes.

Frerin,  $5p-3x+8sroll=10$

Frerin,  $5p-3x-1t+10sroll=11$

Smoke Rings played to shuffle Risky Blow

Uvatha has Seized By Terror in hand.

## **SITE**

**END** Theoden.Dain

Oakenshield tap to grab Block from DP:

### **MOVE.8-Dwar**

Dwar, -dd-w-bl-w,bh. Bulchyaden Marches

HL2, Dain-x

HL1, Thorin-x

HL1, Thg plays Fear Fire Foes on site; 5s8p,detainment. No type.

The Black Gate Closes played.

Gorfaur, -dd-sl-dd,haven. Dol Guldur

HL4, Dain-x

HL3, Thorin-x

HL2, Alatar plays Twilight to discard Drought . Ren

Ufkral, -dd-sl-dd-dd,dh. Minas Durlith

HL3, Dain-x

HL2, Thorin-x

HL1, Alatar-x

HL1, Thg-x

### **MOVE.8-Hoarmurath**

Gorbag, -sl-dd,sh. Mount Doom

HL2, Thorin plays OG Pit Trap on orc-hold

Gurthlug, -sl-dd-dd,dh. Urlurtsu Nurn

HL3, Thorin keys Orc-Guard to DH. Orcs.5s8p

Brawler, Shaman taps to face two strikes

Gûrthlug, 5p-3x+2scroll=4, taps.

Orc brawler, scroll, taps, scroll

Orc Shaman, scroll, taps, scroll

HL1, Evermist-x

Hoarmurath, -sl-dd,dh. Barad-dur

HL2, Thorin uses OG Bairanax

HL1, Evermist-x

HL1, Thg-x

### **MOVE.8-Ren**

Ologong,-bl-w-dd,Chey Goumal.

HL3, Evermist -x

HL2, Alatar-x

HL1, Thorin plays An Unexpected Outpost to shuffle from SB: Deftness of Agility

### TURN08-4.3

{Smaug at Gold Hill, Lonely Mountain}

@ Blue MDH, U

U	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thráin	Oakenshield
U	Advisor	3	1	2	6	dw	W		Sa		1	When I Know Anything	
T	Frerin	6	3	5	8	lb	W		R		0	Trusted Counsellor	Shut Yer Mouth
W	Sancho Proudfoot	2	0	0	8	H		Sc			1	The Arkenstone(H)	

@ Eldanar, U

U	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet	
U	Pathfinder	3	0	2	7	dw	W		R		1		

Block		Dwarven Art of War		Blasting Fire
Choking Shadows		Frenzy of Madness		Ghosts
Dragon's Desolation		healing herbs		Ghouls
Durin's Axe		The Cock Crows		Leg It Double Quick
0		0		Orc Stealth
0		0		0
Turn: 8	Hand: 8	MP: 8	PD: 36	SP: 5
Hoarmura Dwar	Ren	Uvatha	SMAUG	The Ongrum

, Wardens of the Woodland Realm, The Watchful Peace, Power Built By Waiting, IceDrake, Summons From Long Sleep

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

, Angurth aHunt, Canadras Ahunt

, Out of the Swamps

### UNTAP

### ORG

Dwarven Art of War played on Lord Thorin.

Advisor taps to grab from DP: His Beard Long and Forked, play it on Attack-Lord.

Frerin removes haz, SYM, 11hroll-7.base=4,pass.

Frerin, Sancho move to Andoloki.

Attack-Lord, Pathfinder move to Andoloki.

**MOVE.8**

Thorin, -,haven. Blue MDH

HL2, Hoarmurath uses OG Leg It Double Quick

HL1, Dwar-x

Attack-Lord, -w-w,RL. Andoloki

HL2, Hoarmurath plays Taint of Glory on Attack-Lord.

Frerin, -w,RL. Andoloki

HL2, Hoarmurath-x

HL1, Dwar moves agent Wolf, FD, from Bree to Andoloki.

**SITE**

Andoloki, RL. (1)Drake---1 strikes with 10 prowess;\*(2)Drake---2 strikes with 11 prowess

Attack-Lord,5p+1.card+9sroll=15

Frerin taps to play Durin's Axe, taps site.

Pathfinder taps to play Healing Herbs

**END** Vidugavia.

Oakenshield tap to grab Block from DP:

**MOVE.9-Ardagor**

Ognor, -sh, Creb Durga.

HL3, Dain uses OG Enruned Shield

HL2, Thorin-x

HL1, Evermist

**MOVE.9-Dark**

Nain, -,haven. Carn Dum.

HL4, Thorin-x

HL3, Evermist plays An Unexpected Outpost to shuffle from SB: Never Seen Him

HL1, Evermist has agent Ulkûs revealed at Lossadan Cairn; moves to Dead Man's Dike.

Move to Creb Durga.

Thulin, -w-w-w,RL. Ruined Signal Tower, Hidden Ways

HL4, Thorin-x; need a dragon in hand.

HL3, Evermist-x

HL2, Alatar plays Something Has Slipped

{Winged Cold-drake, Were-worm in hand}



TURN09-3.3

@ Blue MDH, U

U	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thráin	Oakenshield	Dwarven Art of War
T	Advisor	3	1	2	6	dw	W		Sa		1	When I Know Anything		

@ Andoloki, T

T	Frerin	6	3	9	8	lb	W		R		3	Trusted Counsellor		Durin's Axe
T	Sancho Proudfoot	2	0	0	8	H		Sc			1	The Arkenstone(H)		
T	Attack-Lord	5	3	5	8	dw	W				2	Adamant Helmet	His Beard	Taint of Gilt
T	Pathfinder	3	0	2	7	dw	W		R		2	healing herbs		

Choking Shadows	More Than Meets the Eye	An Unexpected Outpost
Devouring Wyrms	Orc-Guard	Banishment
Dragon's Desolation	Risky Blow	Dark Tryst
Frenzy of Madness	Risky Blow	Dragon's Terror
0	0	Dragon's Terror
0	0	Flooded to the Surface
Turn: 9	Hand: 8	MP: 9
Dwarf	ardagor	Necro
The Lonely	Cor Anga	Sarn Goriwii
		13 MPs
		0

Skies of Fire Tokens to Show

, Wardens of the Woodland Realm, The Watchful Peace, Leucaruth at Home, Power Built By Waiting, Gostir at Home

, All Dead All Rotten, Redoubled Force, Like Shreds of Cloud, Angmar Arises, Terror From the Deeps, In Darkness Bind Them, The Reach of Ulmo, Summons From Long Sleep, Angurth at Home, Great Army of the North, Khuzadrepá at Home, Mordor Rebuilt, The Black Gate Closes, Canadras Ahunt, The Way Is Shut, Dark Designs of Mordor

UNTAP

ORG

More Than Meets the Eye played on Lord Thorin.

Thorin+ stay.

Frerin+ move to Blue MDH.

**MOVE.9-Thorin**

Thorin, -,haven. Blue MDH.

HL2, Dark plays An Unexpected Outpost to shuffle from SB: Siege.

HL1, Dark-x agent SSF at home sites; Dror at Amon Anlug.

Frerin, -w,haven. Blue MDH.

HL4, Dark places Land-drake on SFLS.

HL3, Ardagor plays Fell Winter.

HL1, Necro plays An Unexpected Outpost to shuffle from SB: Twisted Tales.

**SITE**

**END** Denethor.Evermist

{ Bilbo in hand; maybe play faction with Fealty this deck. }

### **MOVE.10-Necro**

Calendal, -dh. Barad-dur.

HL3, Dain-x

HL2, Thorin-x

HL1, Evermist plays Press-gang

Tarcil, -fd-c-w,RL. Cairn of the Colruh Hazurbal

HL4, Dain-x

HL3, Thorin keys Orc-Guard to Harondor using IDBT; orcs.5s8p

Orc Quarrels played to cancel Orc attack.

HL1, Evermist plays Never Seen Him on agent Unor.

### **MOVE.10-Ardagor.**

Ognor, -,sh. Ognor.

HL3, Thorin uses OG Bilbo.

HL2, Evermist moves agent, first time, Unor, FD first from Kylmätalo, adjacent to home region then to Pendrath na-Udûn; a surface site. Turn face-up and tap.

HL1, Evermist plays Gollum's Cave from discard pile on agent Unor.

Ardagor, -w-w-w,RL. Ettenmoors. Redoubled Force in play.

HL3, Thorin-x {Frenzy, Daelomin, Dragon Desolation, Choking S in hand!}

HL2, Evermist-x

HL1, Alatar keys Winged Cold-drake to www. Drake.2s13p,attacker

Old Troll plays Bold Thrust.

Old Troll, 5p+3.res+2mroll=10, success. 3broll=wounded

Ulkaur, 6p-2w+7mroll=11, success, 4broll=wounded

WATTAN shuffles Voices of Malice.

### **MOVE.10-Dark**

Thulin, -w-w,haven. Geann a-Lisch. Hidden Ways

HL4, Evermist-x

HL3, Alatar plays Lost in the Wilderness; +2 to hazards

HL4, Alatar-x; has Were-worm in hand.

HL3, Dain-x; has True Fire-drake and Corlagon in hand.

HL2, Thorin-x

HL1, Cirdan-x

## TURN10-2.3

@ Blue MDH, U

U	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thrain	Oakenshield	More Than	Dwarven Art of War
U	Frerin	6	5	9	8	lb	W		R		3	Trusted Counsellor		Durin's Axe	
U	Attack-Lord	5	3	5	8	dw	W				2	Adamant Helmet	His Beard	Taint of Glory	
U	Pathfinder	3	0	2	7	dw	W		R		2	healing herbs			
U	Advisor	3	1	2	6	dw	W			Sa	1	When I Know Anything			
U	Sancho Proudfoot	2	0	0	8	H		Sc			1	The Arkenstone(H)			

Choking Shadows	Frenzy of Madness			0
Daelomin	Frenzy of Madness			Cave Trolls
Dragon's Desolation	Risky Blow			Diversion
Dragon's Hunger	Risky Blow			Hill Trolls
0	0			Two or Three Tribes Pres
0	0			Where the Wargs Howl
Turn: 10	Hand: 8	MP: 10	PD: 20	SP: 7
ardagor	Necro	Witchking	Dwarf	SMAUG
The Lonely I Cor Angalac				Troll Henchman
			15 MPs	Caran-Carach

Gates of Morning

Peace and Beauty Never Beheld

Skies of Fire Tokens to Show

, Wardens of the Woodland Realm, Leucaruth at Home, Power Built By Waiting, Press-gang, Gostir at Home

, Rank Upon Rank, All Dead All Rotten, Redoubled Force, Like Shreds of Cloud, Angmar Arises, In Darkness Bind Them, Great Army of the North, Mordor Rebuilt

## UNTAP

### ORG

Attack Lord taps to remove hazard, ToG, 9hroll-6.base=3,pass

Thorin(Frerin), Attack(Pathfinder) move to Brandy Hall hoping to draw Milo Burrows.

Advisor,Sancho stay.

**MOVE.10-Thorin**

Thorin, -w-w-w,fh. Brandy Hall

HL4, Ardagor plays Two or Three Tribes Present

HL2, Necro-x

HL1, Wking moves agent Firiell, FD, from Dunharrow to Isengard.

Advisor, -,haven.

HL2, Ardagor-x

HL1, Necro-x

**SITE****END**

### **MOVE.11-Necro**

Celedhring, -,dh. Barad-dur

HL3-1, Thorin uses OG Dragon's Hunger

HL1, Evermist moves agent, first time, Unor, FD, from Leiri to Thaurung.

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

HL4-1, Thorin-x

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Dorelas, -sl-dd,dh. Barad-dur

HL2-1, Thorin plays Summons From Long Sleep

Places Daelomin on SFLS. {Thorin drew a character}

### **MOVE.11-Wking**

Chief, -,sh. Mount Gram.

HL2, Dain-x, Corlagon in hand.

HL1, Thorin-x; Daelomin, Frenzy in Madness in hand

HL1, Thg-x

Rogrog, -sl-w, RL. Lossadan Cairn.

HL4, Dain plays An Unexpected Outpost to shuffle from DP: Summons from Long Sleep

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

<so Lucky for this resource player

Shaman taps to play Voices of Malice, Summons From Long Sleep (Daelomin)-Thorin,

+1.orders-2.res+croll=auto.

<deck exhausts on card draw for Wking company.

Wking, -sl-w, haven. Cameth Brin; Fell Rider. Flying

HL2, Dain uses OG Bring Our Curses Home

HL1, Thorin-x

HL1, Thg-x

### **MOVE.11-Ardagor**

Ardagor, -,RL. Ettenmoors

HL4, Evermist uses OG Lossadan Hunters

HL3, Alatar-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

# TURN11-1.3

@ Brandy Hall, U

U	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thráin	Oakenshield	More Than	Dwarven
U	Frerin	6	5	9	8	lb	W		R		3	Trusted Counsellor		Durin's Axe	
T	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet	His Beard	Long and Forked	
U	Pathfinder	3	0	2	7	dw	W		R		2	healing herbs			

@ Blue MDH, U

U	Advisor	3	1	2	6	dw	W			Sa	1	When I Know Anything
U	Sancho Proudfoot	2	0	0	8	H		Sc			1	The Arkenstone(H)

Choking Shadows	Risky Blow			Awaiting the Call
Dragon's Desolation	Risky Blow			Pirates
Frenzy of Madness	Smoke Rings			Bright Gold Ring
Pathfinder	The Cock Crows			A Little Gold Ring
0	0			Goblin-faces
0	0			Not Slay Needlessly
Turn: 11	Hand: 8	MP: 10	PD: 12	SP: 7
Necro	Witchking Dwarf	ardagor	SMAUG	Eye Never Sleeping
Thundercleft	Long Marsh	.	17 MPs	0

Gates of Morning Saw Further and Deeper Winter Lost Its Bite

Peace and Beauty Never Beheld

Skies of Fire

The Great Eye

, Wardens of the Woodland Realm, Power Built By Waiting, Rammas Pelennor

, Rank Upon Rank, Short Legs are Slow, Angmar Arises, In Darkness Bind Them, Great Army of the North, Mordor Rebuilt

## UNTAP

## ORG

Lord Thorin taps to shuffle Mathom Lore.

Smoke Rings shuffles from SB: Longbottom Leaf.

Advisor+ stay.

Thorin+ move to Bag End.

## **MOVE.11-Thorin**

Advisor, -,haven. Blue MDH

HL2, Necro moves agent Elwen, FD, first move from Dunharrow to Lorien.

HL1, Necro-x

Thorin, -w-fd,fh. Bag End.

HL4, Necro keys Ruffians to The Shire. men.4s7p, RuR=5s8p

Attack-Lord taps to give +1 prowess.

Pathfinder plays Risk Blow.

Thorin, 6p-1t+1.Lord+8sroll=14,fail

Frerin, 5p+4wp-3x+1.Lord+8sroll=15,fail

Attack-Lord, 5p-1t+1.Lord+5sroll=10,fail

Pathfinder, 2p+3.res+1.Lord-1e+9sroll=14,fail. , killed creature

Rank Upon Rank discarded.

HL3, Necro keys Pirates to W. men.3s7p

Pathfinder plays Risk Blow.

Thorin taps Oakenshield to face a strike.

Thorin, 6p-1t+6sroll=11

Frerin, 5p+4wp-3x+9sroll=15

Pathfinder, 2p-1t+3.res+8sroll=12, killed creature

HL2, Necro keys Pirates to W. men.3s7p

Pathfinder plays Risk Blow.

Frerin, 5p+4wp-3x+2sroll=8,fail

Attack-Lord, 5p-1t+9sroll=14,fail

Pathfinder, 2p-1t+3.res+5sroll=9,killed creature

The Cock Crows played to discard Short Legs Are Slow.

## **SITE**

Bag End, fh. AA-none

Frerin taps to play Red Book of Westmarch, taps site.

**END** Denethor.Dain



### **MOVE.12-Wking**

Rogrog, -,RL. Lossadan Cairn

HL4, Thorin plays Threat of Many Feet

HL4, Thorin plays Choking Shadows on RL.

HL3, Thorin uses OG Dragon's Desolation

HL1, Evermist plays An Unexpected Outpost to shuffle from SB: Aware of Their Ways

Wking, -w-sl,haven. Carn Dum

HL2, Thorin-x

HL1, Evermist plays An Unexpected Outpost

Wking plays Deeper Shadow to reduce hazards to HL by one.

Chief, -sl,haven. Carn Dum

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x; River is useless

### **MOVE.12-Dark**

Thulin, -c-c-c-fd,fh. Grey Havens. +2 to HL

HL4+2, Dain plays Summons From Long Sleep; Corlagon placed on it.

HL5, Dain plays An Unexpected Outpost to shuffle from SB: Birth-spot, At Their Throats

HL3, Thorin-x

HL2, Evermist taps agent Ulkûs using Behind the Hedge to shuffle from DP: Secret News.

Uses Never Seen Him to move from Dead Man's Dike to Grey Havens.

HL0, Alatar has Alatar the Hunter and Ice-Drake in hand.

Nain, -ud,darkhaven. Carn Dum

HL3, Dain-x

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

TURN12-1.3

@ Bag End, T

T	Thorin-avatar	9	6	6	9	lb	W	Sc		D	1	Son of Thrain	Oakenshield	More Than	Dwarven Art of War
T	Frerin	6	5	9	8	lb	W		R		4	Trusted Counsellor	Red Book	Durin's Axe	
T	Attack-Lord	5	3	5	8	dw	W				1	Adamant Helmet	His Beard	Long and Forked	
T	Pathfinder	3	0	2	7	dw	W		R		2	healing herbs			

@ Blue MDH,U

U	Advisor	3	1	2	6	dw	W			Sa		1	When I Know Anything
U	Sancho Proudfoot	2	0	0	8	H		Sc				1	The Arkenstone(H)

Clad in Mail-shirts	Smoke Rings			Dark Designs of Mordor
Dragon's Hunger	Orc-Watch			Deadly Laughter
Frenzy of Madness	Longbottom Leaf			Heralded Lord
Kilmakur	Mathom Lore			Icy Touch
0	0			Stirring Bones
0	0			The Moon is Dead
Turn: 12	Hand: 8	MP: 13	PD: 4	SP: 7
Witchking Dwarf	ardagor	Necro	SMAUG	Witch-king
Buhr Thuras	The Lonely I.	.	17 MPs	0

Safe From the Shadow Saw Further and Deeper The Doom of Choice Winter Lost Its Bite  
Peace and Beauty Never Beheld

Swift Onset Tokens to Show

, Come at Need, Last Child of Ungoliant, Wardens of the Woodland Realm, The Watchful Peace,  
Rammas Pelennor

, Leaving Middle-earth, Doors of Night, Angmar Arises, In Darkness Bind Them, Reaching  
Shadow, Great Army of the North, Gostir Roused, Mordor Rebuilt

, The Way Is Shut, Threat of Many Feet

, Minions Stir, War-wolves

<Smeagol is at The Willow Dingle>

UNTAP

ORG

Longbottom Leaf played to shuffle from SB: [Ringwinner Luckwearer, To Fealty Sworn]

All dwarves tap at Bag End to play Bilbo at his home site using More Than Meets the Eye.

Clad in Mail-shirts played on Attack-Lord.

Smoke Rings played to shuffle from SB: Umlri Traders

Attack-lord transfers Adamant Helmet to Frerin, -1.item+croll=auto; help with corruption.

Mathom Lore played on Bilbo at Bag End, Bilbo taps.

Kitchen is cleaned;

Sancho+ stays.

Thorin+ move to Brandy Hall.

## MOVE.12-Thorin

Sancho, -,haven. Blue MDH

HL2, Wking plays The Moon is Dead

Thorin, -fd-w,fh. Brandy Hall

<deck exhausted on card draw: 7.9 cards drawn/turn; 9 cards shuffled.

Cards moved from SB to DP: [Cursed Treasure,Deftness of Agility,Birth-Spot,Last Threads  
Loosed,Greater Storms]

Cards moved from DP to DB: [Block,Master of Esgaroth,Hobbit Shortbow,LongBottom Leaf  
King's Advisor]

95 cards in 2<sup>nd</sup> deck.

93	43	41	8	2	10	4	0
h1	p1	d1	r1	v1	o1	g1	b1

Ringwinner Luckwearer played on Bilbo.

HL5, Wking plays Dark Designs of Mordor

HL3, Dark plays Gondring at Home

HL2, Dark turns face-down Fori the Beardless at Iron Hills DH.

Light-drake in hand, but Healing Herbs scares it away.

**SITE**

**END**

			Thorin	SMAUG
			13	17
C	6	Iron Hills	6	8
I	9	Northern Waste	2	9
F	6	vs Smaug	0	0
A	1	Northern Waste	0	0
M	7	Burglary	1	0
K	3	Worm-Fire	4	0

7	STAGE POINTS		
1	Dwarven Heirlooms		s00
1	Son of Thráin		s00
1	Trusted Counsellor		s00
1	Oakenshield		t04
2	More Than Meets the Eye		t09

<a href="#">top</a>		avatar	Frerin		squat	avatar	Frerin		squat	MP	PD	SP
1	avatar	BM	BM			BM	The Riddle Caves			6	86	4
2		BM	The Riddle Caves			BM	BM			7	78	4
3		BM	BM			BM	Sackville			7	73	4
4	Sancho Proudfoot	BM	Sackville			BM	Andoloki			7	67	4
5		BM	Andoloki			BM	Thilgon's Tomb			7	62	5
6		BM	Thilgon's Tomb			BM	Thilgon's Tomb			7	57	5
7	x-Mountaineer	BM	Thilgon's Tomb	Thilgon's Tomb		BM	BM	Eldanar		8	49	5
8		BM	BM	Eldanar		BM	Andoloki	Andoloki		8	39	5
9		BM	Andoloki			BM	BM			9	29	5
10		BM	BM			Brandy Ha	BM			9	23	7
11		Brandy Ha	BM			Bag End	BM			10	17	7
12										13	7	7

### Hazards played

*outpost*	3		0	Frenzy of Madness
Twilight	0		0	Passion of Wrath
Expert Treasure-hunter	0		0	Cursed Treasure
Dragon Hunters	0		0	Dragon's Curse
Orc-Watch	2		0	Prowess of Age
Orc-Guard	3		0	Deftness of Agility
Snow-troll	0		0	Rumor of Wealth
Bairanax	0		1	Summons From Long Sleep
Gostir	0		1	Dragon's Desolation
Daelomin	0		3	Choking Shadows
Ando-anca	1		1	Power Built By Waiting
Black Crows	0		1	Threat of Many Feet
			1	Pit Trap
			0	Flooded to the Surface
			0	Birth-Spot
			0	Last Threads Loosed
			0	Devouring Wyrms
			0	Greater Storms

Hazard combinations were rare. Dragon's Desolation allowed Ando-anca to attack on Turn 5.

Orc-Guard uses In Darkness Bind Them to be keyed to Harondor during Turn 10. Later that turn, Dragon's Desolation and Daelomin were in hand, but the new site was minion Ettenmoors

Lord Thorin played on Turn 1. He accessed the sideboard for the first four turns. The Riddle Caves were tapped that turn to play a Light Enchantment. Thorin stays at Blue Mountains until Turn 11. First Minion Division is Harad. Faced 7 hazards and two were creatures. Not many hazard table events in play during these turns.

Sancho Proudfoot played on Turn 3. Turn 4 had no MP table cards in hand.

Thilgon's Tomb was then visited for Arkenstone. Sancho's native Burglary finds the stone. But uses Fast Asleep on a trap attack. No free minor item after playing the greater item since an "event" tapped the site.

Next minion division was Mordor. Faced 13 hazards and five were creatures. Again not many hazard table events worrying this Dwarf.

Turn 7 was harsh. Wolves, and two packs of Wargs descended on the return home. Sancho is wounded. Mountaineer is killed. Arkenstone ignites the dwarf Frerin to handle the third attack protecting the wounded hobbit.

Turn 9 opened against Eriador minions. 13 hazard table events were waiting including Canadras Ahunt. 12 hazards faced and three were creatures.

Brandy Hall was visited to give Milo Burrows a contract, but he was on a walk in the play deck.

Thorin has his first move to Bag End to play Bilbo using More Than Meets the Eye.

Another Eye was looking; Necromancer plays Ruffians and two Pirate raid up the Brandywine.

All three were taken as MP with three copies of Risky Blow used.

Bilbo was not there, but he left the Red Book. He arrives from a walk on the next turn.

They move to Brandy Hall; Milo Burrows is drawn and deck exhausts.

Turn 13 will start against the Wilderland Minions. Umli Traders and To Fealty Sworn are in hand, so now the journey over the Misty Mountains can soon begin.

Thorough Search never used. 7 of 13 MP table cards played. 30 strikes rolled, 2 bc, 3 cc. 11 moves. 22 site phases (12 haven, 4 freehold, 6 RL)