

# DWÁRF/DRAKE

50avatar

<b>C</b>	8	Geann a-Lisch	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 10 characters in deck 9 starting cards 139 total cards 16 creatures DC: 21res+18haz+6char=45
<b>I</b>	9	Eriadoran Coasts	
<b>F</b>	9	vs. Cirdan	
<b>A</b>	2	Eriador Division	
<b>M</b>	2	Wolf Factions	
<b>K</b>	2	<i>Eriador</i>	

From beneath Mordor lies a hidden, lost city of dark dwarves. Descendants of those long ago worshiping dragons of the First Age or those that fought for Sauron in the War of Wood-Demons and Men of the Sea. Others have been drawn in hope to inhabit Moria again after the victory against the orcs in the recent battle at the East Gate. Tribes have either been weakened by infighting or by sundering of houses. Nomads or loner dwarves have been attracted by hope.

Now leaders of these dwarves have been given the task to be rid of the elves either in Lindon or Anfalas for the reward the dwarven rings of Power and fiefdoms in Moria. Technology from the Far East will bear great pain and destruction on those that oppose. Wolf factions will be mustered to assault the havens. A forgotten site of rituals along the coast and Carn Dum will provide protection. Clan Bonds will help find other dwarves with a similar mind of revenge. Also, the Arkenstone will be searched. If found, then a new king will be proclaimed thrall to no one.

A dwarf-hold will be erected in Eriador to hinder any Ringbearer over land. Bitterness remains since the war. The hazard deck is almost a pure Sea Gauntlet. Roadblock and misdirection hazards are common to wreak havoc on anyone using the seas. Drakes will come out of hiding to attack those in the wilds. Dragon Terror will be used to discard sea hazards with no chance of play on the Division in play for this player.

## What I like about this deck:

Minion Dwarves! Mighty axe-wielder and wolf boosted monster. Wide mastery of regions to hunt dwarves. Hazards are drake and sea-centric.

## What I like about this deck:

No avatar. Tough to play characters --- needed to bend rule at Ancient dwarf-ruins. Hazards clog the hand. Low body characters playing many site cards risking death while moving, yet CvCC by Cirdan's elves will cross dangerous lands for combat – your hazards will be waiting.

Resources/Hazards not found in any other minion deck = 45 non-site cards

Arkenstone

Dwarven Axe

Dwarven Ring of Bávör's Tribe

Dwarven Chain-shirt

Clad in Mail-shirts

Dwarven Art of War

Dwarven Cunning

Clan-bounds

Banishment

Wolf-leader

Dark Dwarves

Rebellion amongst the Houses

They Bring Fire

Axe-master

His Beard Long and Forked

Eärcaraxë at Home

Gondring Ahunt

Gondring At Home

Doom of the Noldor

I Don't Like It

Leaving Middle-Earth

Some Devilry at Work

The Reach of Ulmo

Flooded to the Surface

Dragon's Terror

### **Changes From Version 09.**

Make Ruined Signal Tower a Fortress Reclaimed site to pin the Ringbearer in Eriador. Now, either move through a region with a shadow-hold or take the risk on the open waters.

Broad-headed Spear replaces Bone-hilted Broadsword. Black-mail Coat --- The Great Willow.

Eärcaraxë Roused --- The Queer Forest (Smeagol). Banishment --- Interrogation.

Tokens to Show --- Ancient Burial Site. Pack-leader --- Engines of Defense

Collar of Spikes --- That Ain't No Secret.

Site Removed

Tol Lamfirith, Annúminas, Coastal Sea Tower, Stones, Isildur's Tomb

Sites Added

Ruin Signal Tower, Himring

### Characters

Removed King's Judge

Added Dror for easy entry to home site, then as agent.

**RESOURCES(40/25)**

<b>3</b>	<b>Arkenstone</b>
1	Black-mail Coat
1	Black-mail Coat
1	Broad-headed Spear
1	<b>Dwarven Axe</b>
1	Liquid Fire
1	Vile Fumes
1	<b>Dwarven Ring of Bavor-greater</b>
<b>3</b>	The Warding Ring
<b>2</b>	Magic Ring of Guile
1	Gleaming Gold Ring
1	Gold Ring that Sauron Fancies
1	Old Treasure
*	Fizzling Torch
1	Blazon of the Eye
2	Poison
2	<b>Dwarven Chain-shirt</b>
1	<b>Angmarim</b>
<b>3</b>	<b>Misty Mountain Wargs-9</b>
<b>3</b>	<b>Wargs of the Forochel-10</b>
<b>3</b>	<b>White Mountain Wolves-10</b>
1	<b>Petty-Dwarves.11</b>
1	<b>Eärcaraxë Roused</b>
<b>2</b>	<b>Warg-king</b>

**13/12**

3	Swift Strokes	W
2	Hide in Dark Places	Sc
3	Hidden Ways	R
1	Not Slay Needlessly	
3	Voices of Malice	Sa
1	<b>Banishment</b>	<b>Sa</b>
3	Crooked Promptings	D
2	We Have Come to Kill	
<b>2</b>	<b>His Beard Long and Forked*</b>	<b>L</b>
1	<b>Dwarven Art of War</b>	<b>comm</b>
1	<b>Clad in Mailshirts</b>	<b>comm</b>
*	Whispers of Rings	pe
*	Dark Dwarves*	pe
1	Tokens to Show	pe
1	Pack-leader	pe
<b>1</b>	<b>Collar of Spikes</b>	<b>pe</b>
1	Clan Bonds	pe
1	Hold Rebuilt and Repaired*	pe
<b>1</b>	<b>Fortress Reclaimed*</b>	<b>pe</b>
<b>1</b>	<b>Dwarven Cunning*</b>	<b>pe</b>
<b>1</b>	<b>Axe-Master</b>	<b>pe</b>
2	Long Forgotten Gold	
3	Weigh All Things to a Nicety	
2	Dark Tryst*	
1	Rebellion ... Houses	s3
1	Swift Onset	s1
1	They Bring Fire	

**27/13**

\* = remove for Ringwraith cards if using  
Indur

**HAZARDS(40/15)**

3	Corsairs of Umbar	men	1	5	9	x			CS
3	Arthedain Rangers	dúnadan	2*	x	10	6	Arth, Card, Shire, Rh, Ho		
3	Land drake	drake	x	1	1	8	x	rl	W
3	Light drake	drake		1	2	8	x	rl	W
1	Rain-drake	drake		1	1	15	x		WWW, CS
2	Sea Serpent	drake		2	2	14	6		CS
1	Kraken	animal		2	2	10	x		CSCS
1	<b>Gondring at Home</b>	Dragon					fetch	Noose of the Sea	
1	<b>Gondring Ahunt</b>	Dragon			4	3	12	7	
1	<b>Gondring</b>	Dragon	x		4	2	14	8	EB, RL, Fo, ES
1	<b>Eärcaraxë</b>	Dragon	x	4	2	17	7		{And C, BB, ErC, Andrast}
1	<b>Eärcaraxë at Home</b>	Dragon							

16/5

									<b>24/10</b>
2	Doors of Night			P.env					
1	Twilight			S.env					o1
1	He Is Lost to Us			P.lord/FW					x2
2	Call of the Sea			S.general	INF-elf				x11
1	Capricious Spirit			S.ally-discard					x1
1	I Don't Like It			P.ally-play					
1	Siege			P.site-attack					o2
1	Noose of the Sea			L-sea					
2	The Reach of Ulmo			P-sea					
1	Lost At Sea			S-sea.HL increase					
2	Reef			S-roadblock.sea					
1	Winds of Wrath			S-roadblock.sea	[DON]				o11
1	Exiled of Solitude			S.prisoner-at Home					
1	Some Devilry at Work			S.agent					ex2
1	Great Need or Purpose			L.agent					
1	Behind the Hedge			P.agent					o2
3	Dragon Terror			S.darkE-worm					
1	Summons From Long Sleep			P.					
2	The Sea is Unrelenting			S.sea-creature					x11
1	Terror From the Deeps			P					
2	Flooded to the Surface			S					
3	An Unexpected Outpost			S					
1	Leaving Middle-earth			P					
1	Doom of the Noldo			P					

## SITES

Carn Dûm		heal	Angmarim	
Geann-a-Lisch				
Li	Grey Havens-p	Info, m, M, G	elf.3w8, elf.2w10	LFG+ring
Ad	Edhellond	Info, m, M, G	elf.4w7, dun.3w10	*
Ar	Hostel of the Sisters	m#, M#	dún.3w10	*
Ar	Tol Lamfirith	m, M	dúnedain.3w10	Broad-headed Spear
Sh	Bywater	Info, m, M-hero	hob.5w5, dun.2w11	*
Sh	Michel Delving	m	hob.7w4, elf.3w9	Poison
OF	Brandy Hall	m	hob.3w6, dún.3w10	Poison
Nu	Blue MDH	m, M, G, ring	dwarf.4w10	LFG+Arkenstone
Ar	Bree	Info, ring	dun.xd7	Gleaming GR
Af	Lond Galen-p	ring	men.xd7	Gleaming GR
Fo	Lossadan Cairn	m, M	undead.2w8	Wargs of Forochel
Fo	Gondring's Lair	m, M, ring	dragon.1w13	*
Nu	Andoloki	m, M, ring	drake.1w10	Dwarven Axe
Ar	Weathertop	Info	wolf	*
Ar	White Towers	m	wolf	*
Ar	Eldanar	m	men.2w6	*
Ar	Annúminas	Info, m, M	undead.4s7	That Ain't No Secret
Ar	Dead's Man Dike	m, M, G*	undead.3s9	Black Mail Coat
OF	Willow Dingle-h	Info, m	plant.1w12	Old Treasure
Rh	Ettenmoors	faction	wolf&troll	MM Wolves
Ho	Ost-in-Edhil	m, ring	wolf	*
Dg	Ostelen	Info, m, M, ring	traps.2w11	*
Ca	Barrow-downs	m, M	undead	*
Ca	Tharbad	m	men	*
Ca	Bar-en-Ibun	m, ring	dwarves.3d8	hidden tech items
Ca	Worthy Hills	Info	men	*
Ca	Lond Daer	m, M, G, ring	undead.3w8	*
En	Isildur's Tomb	Info, m	animals	*
En	Ruin Signal Tower	m, M	spider	Petty-Dwarves, HHR, ED
OG	Stone-circle	Info	pukel.1w9	WM Wolves
Ad	Stones	m, M, G	pukel.2w9	*
Ad	Tharagrondest	Info, m, M	wolf.3w8	Warg-King
ES	Himring	m, M	undead.1w8	Broad-headed Spear
EC	Isle of the Dead Live	m, M, ring	undead.2w8	Gold Ring that Fancies
AC	Isle of Ulond	Info, m, M	Earcaraxe.14	Eärcaraxë Roused
BB	Coastal Sea Tower	Info, m, ring	men.3w7	*

**MINIONS-10**

13-3-4-4-3

agent: 11 mind

1 Fori Beardless	4/1/4/7a	W/Sc	lb	Iron Hill DH	+2DI.dwf/DWF
1 Bróin	3/0/3/8+	W/Sc	fb	Moria	+1P.O/E
Mountaineer	2/0/2/7*	W/Sc			+1P.orc; 1CP; -1DI.inf
1 Tarin	3/0/3/6+	W/Sc/Sa	fb	Bar-en-Ibun, Nurunkhizdín	+1P.elf; +1CP
1 Nain	3/1/3/7*+	W/Sa	fb	Dol Guldur	+1DI.dw/DW; +1P.orc/elf
1 Advisor	3/1/2/6*	W/Sa			+1P.orc, t.HBLF
2 Thulin II	6/1/5/8*+	W/R/Sa	if	Angûrath	+2DI.dw/DW; +2P.dw
1 Thrir	3/0/4/7*	W/R	bb	Angûrath	1CP; +1P.wolf
1 Gulla	4/0/5/8+	W/R	if	Carn Dum	+1P.orc/elf
1 Pathfinder	3/0/2/7*	W/R			1CP; +1P.OT; -1DI.inf; t.OTdrake
2 Threlin	5/2/4/7+	W/D	if	Minas Morgul	+2DI.dw/DW; +1P.orc/elf
2 Thrur	6/2/4/8+	W/D	bb-L	Angûrath	+1DI. Dw, +1DI.bb, +1P.O/E
1 Drór	4/2/3/7a	W/D	lb	Blue MDF	+2DI.dwf/DWF
1 Hanar	4/1/5/7+	W	bb-L	Angûrath	1CP, +1P.wolf
1 Ginnar	2/0/4/7+	W	bb	Angûrath	1CP, -1.inf; +1P.Orcs
1 Swarthy SF	3/0/2/8a	Sc	Man	Bree, Strayhold, Umbar	

starting company: at Dol Guldur

&lt;Whisper of Rings&gt;

2 Thulin II	6/1/5/8	W/R/Sa	
1 Thrir	3/0/4/7	W/R	Fizzling Torch
1 Nain	3/1/3/7	W/Sa	
1 Mountaineer	2/0/2/7	W/Sc	
1 Pathfinder	3/0/2/7	W/R	
1 Advisor	3/1/2/6	W/Sa	

18/25 (20+5) GI used      Hand-8      Mind-35

#1 Anvil (Items, CvCC)

Thrur-L	6/9/8/9	W/D	5	bb6	DR, Art
Gulla	4/0/8/8	W/R	4	if3	axe, Master
Broin	3/0/3/8	W/Sc	2	fb3	GR.guile
Ginnar	2/0/4/9	W	1	bb2	coat

#2 Ingot (rings, factions, allies)

Thulin II	6/4/5/9	W/R/Sa	1	if6	eye, old treasure, [+2DI.faction]
Nain	3/3/3/8	W/Sa	1	fb3	shirt
Threlin	3/4/4/11	W/D	2	if5	shirt, SR.warding
Hanar-L	4/1/5/9	W	2	bb4	coat, Beard, Chainshirts

#3 Smiths

Tarin	3/0/3/6	W/Sc/Sa	1	fb3	
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## OVERVIEW

The Dark Dwarves have a tough job to complete in Eriador as a Minion Player. Their main goal is to destroy an Elf-hold: either the Grey Havens or Edhellond with factions. First, they must have strong companies with items by the end of the first deck. Then they must gather the factions in the second deck. They will be facing elves of Cirdan the Shipwright and Elrond Half-elven.

Victory will grant you Lordship of Moria and all its wealth. Ardagor will be in the middle of your plans. Théoden King, Prince Imrahil and Gandalf the Grey may be spoilers. Geann a-Lisch and Carn Dum are your darkhavens – away from Wilderland. This player has the burden of first moving over the Misty Mountains into Eriador and movement requiring Triple Wildernesses. Playing characters is an inherit challenge.

## CHARACTERS

Ten minions are in the play deck. There are four agents, and the rest Dwarves. Some characters are hero characters. Their goal is to recruit factions and attack elves. Each dwarf character is a Warrior. Only three dwarves have a mind greater than four. Nine characters have home sites relatively close to Eriador. Other dwarves can be brought into play easily when Clan Bonds is played. One copy of that resource is in the playdeck. Hold Rebuilt and Repaired allows playing dwarves at Bar-en-Ibun. There are 3 Ironfists, 3 Firebeards, 4 Broadbeams, and 1 Longbeard.

**Thulin II** is the highest mind dwarf. He starts the game and leads a core company. This Ironfist from Mines of Angûrath has three skills. He can be the only Ranger and play Sage events. His 1 DI is low, but has +2 DI against Dwarves. But he hates his kin by having +2 prowess against Dwarves. You might use this dwarf to face two strikes when visiting Númeriador. His 5 prowess is strong with an average 8 body. Thulin II can be powerful if made into a leader carrying a weapon. He will not be a leader and carry little corruption so to use Voices of Malice and preserve his Ranger skill.

**Threlin** is the stern spoken Ironfist from Minas Morgul. He is a Diplomat with 2 DI and +2 DI against Dwarves. This five minder can be the faction influencer in a core company. His 4 prowess is acceptable, but his low 7 body needs help. He hates Elves and Orcs showing +1 prowess against them. With few diplomats, boost his body to keep him alive.

**Gulla** is an Ironfist from smithies of Carn Dûm. He gained experience as a Ranger surveying the Iron Mountains and Northern Misty Mountains. That skill is valuable. A 4-mind can make him a follower. But his average 5 prowess and 8 body can make him central in any company. He hates Elves and Orcs showing +1 prowess against them. Mace-master is his destiny.

**Thrur** is one of the three Broadbeams. He is a leader, prince to his House under Mordor. He will be a strong dwarf with his 4 prowess and 8 body. He is the dwarf for the Ring of Power. He has +1 DI against Broadbeam Dwarves and another +1 DI against Dwarves. His Diplomat can be useful when influencing the Dwarf factions.

**Thrir** is a Broadbeam and younger brother to Thrur. He craves his own kingdom in the Iron Mountains. His 3-mind is cheap, but he can be valuable even under general influence. His fury gives him 1 corruption point, but the fury is exercised by his 4 prowess. This can lead him into danger shown by his low 7 body. He has -1 modification to his corruption checks. This means to Drive Him Into Exile for +1 mind.

**Fori the Beardless** is an agent Longbeard Dwarf. He hails from the Iron Hills. Also 4 mind and 7 body, but with 1 DI and 4 prowess. Instead of a Diplomat he is a Scout. Use him to play

creatures for the first 16 turns. Then move him into Arthedain to bother the elves.

**Hanar** is another Broadbeam from the Mordor. He has +1 prowess against Wolves. His normal 1 DI is too low to have a follower. His 5 prowess is great for his mind, but a low 7 body should be enhanced. This four-minder is a natural leader.

**Ginnar** is a low 2-mind 4/7 Broadbeam. His corruption checks are modified by -1, influence checks modified by -1, and +1 prowess against Orcs.

**Bróin** is a Firebeard who knows many secrets of Moria. Bróin is a 3-mind Scout searching for gold rings. A 3 prowess and 8 body are average. He has +1 prowess against Orcs and Elves. He does not start play due to his near home site. A magic ring will be given to him.

**Nain** is a Sage from Dol Guldur. His clan of Firebeards desires to reclaim a central home land of Dol Guldur once Sauron defeats the West. He has normal 1 DI and +1 DI against Dwarves and +1 prowess against Orcs and Elves. Nain is a valuable Sage that fits in a core company staying at the same site due to his 3 prowess and low 7 body. He starts the game, but keep him still.

**Tarin** is an agent and Firebeard trained in secrets of craft. His 3 mind is low enough to be a follower. A 3 prowess is normal, but a poor 6 body should keep him not moving. He has three skills for his 3 mind of Scout and Sage that will be used by resource events. His home sites of Bar-en-Ibun and Nurunkhizdín allow for his easy play. He hates Elves with such a grudge he has -1 to all his corruption checks.

**Pathfinder's** 2 prowess is low for his 3-mind, but as a Ranger that can tap to cancel a strike that is worth the cost. He 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.

**King's Judge** will be a useful Diplomat to play Crooked Promptings. A 2 prowess is low considering all types of attacks. A low 7 body will give me a low chance to survive the game. But his 2 DI against dwarf characters or 3 DI against dwarf factions can be used.

**King's Advisor** will be a useful Sage to fetch His Beard Long and Folk. A 2 prowess is low considering all types of attacks. A frail 6 body will give him a low chance to survive the game. Discard him once he fetches the event.

**Mountaineer** has similar prowess and body as Judge. But has 1 corruption check and +1 prowess against Orcs. 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. This is only useful if passing through Southern Spur of the Misty Mountains to Gladden Fields to play a gold ring.

## COMPANIES

Three core companies will use 18 of 25 points of GI. A Dwarven ring is pivotal for forming these companies.

Your starting company will be six dwarves at Dol Guldur. Home sites were used on consideration for being played later. They will move to Eriador and begin playing the resources. You can risk CvCC if it suits you. Only Thulin II and Nain are needed for the core companies. All the skills are present, but Diplomat. One dwarf has a body of 8. We Have Come to Kill is included to play the minions with a home site away from the Misty Mountains. Five of the dwarves will need that resource event. One can be played at Bar-en-Ibun. You have minions to replace those killed. Whispers of Rings will start the game for you. Keep Advisor at the Dol Guldur unless needed specifically to move to a rebuilt Bar-en-Ibun. Advisor starts to fetch an event. Fizzling Torch will lower prowess of mid to high prowess attacks. Discard Nain on Turn 1 since his 7 body is too risky to move to Carn Dum. He can come into play there later.

*starting company:* at Dol Guldur

<Whisper of Rings>

2 Thulin II	6/1/5/8	W/R/Sa	
1 Thrir	3/0/4/7	W/R	Fizzling Torch
1 Nain	3/1/3/7	W/Sa	
1 Mountaineer	2/0/2/7	W/Sc	
1 Pathfinder	3/0/2/7	W/R	
1 Advisor	3/1/2/6	W/Sa	

Up to 35 mind of dwarves will be in three core companies using 18 general influence. 5 normal DI, 6 race DI, and 8 item DI will be used for this.

The Anvil Company has a Diplomat, Scout, and a Ranger. Thrur has 4 DI to control Broadbeam dwarves. Leadership allows him to discuss Dwarven Art of War. The command event will decrease his DI by two but add +1 cc to dwarves with a battle-gear item (+2 if hoard item). He will have a Dwarven Ring for 9 DI, 8/9 stats. This allows him to have many followers including Gulla and Bróin.

Gulla has 4 mind. He has Dwarven Axe for 8 prowess. As an Axe-Master will have 8&7 prowess facing two strikes using that event. He is though burdened by 4 corruption points.

Broin will be the second follower using his Scout skill. He will wear a Magic Ring of Guile to cancel a tough strike assigned to him.

Ginnar is the two-mind dwarf of 4 prowess. He wears Black-mail Coat for 9 body. He will have 1 corruption point.

#1 Anvil					(Items, CvCC)
Thrur	6/9/8/9	W/D	5	bb6	DR, Art, Exile
Gulla	4/0/8/8	W/R	4	if4	axe, Master
Broin	3/0/3/8	W/Sc	2	fb3	GR.guile
Ginnar	2/0/4/9	W	1	bb2	coat

The Ingot Company will play gold rings, factions and any allies. They will gather non-ring items and CvCC hero elves along the coasts. The command Clad in Mailshirts add s+1 body to

all dwarves.

Thulin II will be the Sage and Ranger with Blazon of the Eye and Old Treasure. He will have +3 DI against factions. The hoard item will give +4 DI for a turn, but will not discard his follower. Nain is a follower with a Dwarven Chainshirt for 9 body. He has +2 DI against dwarf factions.

Threlin is a Diplomat; he will use that skill to play Crooked Promptings for corruption and influence support. Threlin has 4 DI against dwarves. Dwarven Chain-shirt is armour with +1 body to 8 stat. Warding Ring reduces his mind by two, but modifies his body to 11 using the command. Háin will be his follower.

Hanar can become a leader later in the game with His Beard Long and Forked. He has Black-mail Coat for 5/9 stats and two corruption points. The command event on this characters yields a -2 to direct influence.

#2 Ingot						(rings, factions, allies)
Thulin II	6/4/5/9	W/R/Sa	1	if6	eye, old treasure,	[+2DI.faction]
Nain	3/1/3/9	W/Sa	1	fb3	shirt	
Threlin	3/4/4/11	W/D	2	if3	shirt, ward.SR	
Hanar-L	4/1/5/9	W	2	bb4	coat, Beard, Chainshirts	

The Smiths is Tarin at the haven. Tarin is an agent and needs to be brought into play at Bree. He is a Sage and Scout. Nain will play Voices of Malice. Tarin will wear Magic Ring of Guile to cancel strikes on him when he is away from a Darkhaven. Give Broin the magic ring when that dwarf will not play a gold ring item. Keep Tarin alone.

#3 Smiths					
Tarin	3/0/3/6	W/Sc/Sa	1(3)	fb3	(MRguile)

## ITEMS

There are weapons with race specific bonuses or strike effects. The items include two jewels, rings, technology, and weapons. This deck has 19 items – the most of any player minus Balin.

There are 6 battle-gear items: greater, four major, and special. He has the second most major items of minion players, most armour.

**Broad-headed Spear** is a major item. It only gives +2 prowess to max. 8 to warriors. **Black Mail Coat** will raise the body of one of the 7-body dwarf warriors. There are two coats. Another armor item is in the deck – the minor item. **Dwarven Chain-shirt** helps a few dwarves with 7 body.

**Dwarven Axe** is another dual item. This axe gives +3 prowess (max 8) for three corruption points to a dwarf. Nice item if the corruption can be handled. Note that the dual major item is playable at some sites in The Shire. **Axe-Master** will be played on the Dwarf with this weapon. Now, the bearer has 5 CP. Target character if chosen to face a strike with less strikes than the prowess bonus of the weapon (+3), the item can be tapped for target to face any number of strikes from the attack. Each body check bearer makes is modified by an additional +1. Then the target makes a corruption check.

**Blazon of the Eye** aids faction attempts. **Poison** will help with killing elf creatures and elf characters. It carries 2 CP. **Old Treasure** is a minor hoard item that is used in this deck for +1 DI.

**Fizzling Torch** is a minor item to lower prowess of attacks or cancels. The item is tapped to modify the prowess of an Animal, Spider, Wolf, or Animal attack by -2. Else tap a Ranger bearer to cancel a non-automatic attack Awakened Plant attack.

**Liquid Fire** will be used to defeat a tough creature keyed to a site. **Vile Fumes** will likely be used first to turn a border-hold into a Ruins with a Gas automatic-attack. You can visit a hero company that sat at the site. Then CvCC followed by using Vile Fumes. Else just keep for faction battles. They Bring Fire will wound a faction in battle if you discard a technology item.

**Arkenstone** is a hoard greater item used to discard a dwarf from play. Match this item with Rebellion of the Houses to cause trouble with hero dwarves. Be careful with this jewel for the mind of all dwarves in the same territory are increased by one. The DI boost of the dwarven ring may compensate the mind increase by the Arkenstone such that you may keep the jewel in play long enough for a Dwarf-lord to attack you. The Arkenstone cannot be stored in FATE. No hoard greater item sites are close to Cardolan. Grey Mountains are four regions away. Move to Blue Mountains, play Long Forgotten Gold to play the Arkenstone after it is fetched using the Dwarven Ring. Stay there next turn to play Rebellion.

The item gives +5 against Dwarves and three corruption points. Below is the stone's use.

#### Using the Arkenstone

<b>#1 Anvil</b>						(Items, CvCC)
Thrur-L	7/8/8/9	W/D	5	bb6	DR, Art	
Gulla	5/0/8/8	W/R	4	if4	axe, Master	
Ginnar	3/0/4/9	W	1	bb2	coat	
<b>#2 Ingot</b>						(rings, factions, allies)
Thulin II	7/8/5/10	W/R/Sa	3	if6	arkenstone	
Nain	4/1/3/9	W/Sa	1	fb3	shirt, eye	
Broin	4/0/3/9	W/Sc	2	fb3	GR.guile	[+2DI.faction]
Threlin	4/5/4/11	W/D	3	if3	shirt, ward.SR, old treasure	
Hanar-L	5/1/7/9	W	2	bb4	bone, Beard, Chainshirts	
<b>#3 Smiths</b>						
{ discard }						
Tarin	4/0/3/6	W/Sc/Sa	1	fb3		

Rings are important. Two gold ring items, **Gleaming Gold Ring** and **Gold Ring that Sauron Fancies**, will aid the dwarf. Gleaming Gold Ring will play the spirit ring: magic (6-), spirit ring (10+), dwarven ring(9+). Gold Ring that Sauron Fancies plays the magic (5-) and dwarven ring (8+). Once the dwarven ring is in play you can use it to fetch the Arkenstone. Carn Dum can test Gleaming Gold Ring to play the magic ring. Long Forgotten Gold allows any gold ring item to be played at an Elf-hold. Grey Havens and Edhellond are options. Consider Trifling Ring as a Game Point to allow Nain another 3 mind follower.

**Warding Ring** keeps an important dwarf in play after a body check. The ring is also armour modifying the body by +2 (max 10). Bearer's mind is reduced by two. **Magic Ring of Guile** will keep the few Scouts alive. Only the ring is tapped to cancel any strike. Else allow anyone else to

use the Scout events. This ring can tap to cancel a strike from Tom's House. Give this ring to Tarin and his 6 body stat. Store untested gold rings at Bar-en-Ibun. Whispers of Rings will first hold the spirit ring. Wait to place the dwarven or magic ring on the permanent-event. The gold ring items will have this be the magic ring. Visit Osteledan to test

~~—Gwaith i Mirdain is a long event that has usefulness to you. First, discard a Lost Knowledge resource from play. This will be Lost Tome. Now any gold ring test roll is modified by +1 at a site in Hollin. Any Dwarf Sage may tap to make non-unique ore resources playable at any Underdeeps site playable at this Hollin site this turn. Play Dwarven Light Stone while using Hunting Ores and Wondrous Maps.~~

## ALLIES

**The Warg-king** is a wolf ally. He is unique and playable on any wolf-hold. This will make it easy to play him. Keep him alive until you play all the wolf factions since he grants +2 against attempts to influence wolf factions. A 4 prowess and 8 body will not stand many strikes. This ally can tap to cancel an Animal or Wolf attack.

**Pack-leader** will be played on this ally giving it +1 body. If you choose defending characters for an attack you can have target wolf tap to allow any other wolves in his company to face two attacks.

**Collar of Spikes** will be played on the wolf ally. It is armour giving -1 body to all strikes against the ally. He gains the Warrior skill if a strike he has faced is from a defeated creature.

~~—The Great Willow is needed for the Lidless Eye Warlord Deck. Play this creature on Nain at The Willow Dingle. He is a Sage with 3 mind. Stats of 6/9 can protect its controller. It has +2 prowess against Hobbits. This Awakened Plant ally must stay in the Old Forest. He can tap to cancel an Awakened Plant attack against one of your companies at or moving to a site in Eriador. Bring Tarin with you to face the tough 12 prowess automatic attack strike. Nain and this ally will be given to the Lidless Eye deck.~~

## MISSIONS

Rebellion of the Houses is a mission. See above. Ruined Signal Tower will have Dwarven Cunning. Fortress Reclaimed is played after a Ruins has HRR on it. This new event allows a non-Animal, non-Dragon faction to be played at the site if that faction is playable in the same region or region adjacent. Misty Mountain Wargs is an obvious faction, but any faction has its influence attempt modified by -2. Then an additional automatic-attack is created at other versions (same type as faction-3s8p). May be select a Wose faction as a Game Point. But this faction likely will be Petty-Dwarves. That site is selected to make Enedhwaith a region for Nazgul creatures once a shadow-hold present. Such a region is a bottle-neck, avoids tough creatures for otherwise found in Arthedain, one region from a Darkhaven, and close to two wolf faction home sites.

## FACTIONS

You will play six factions. Three are wolf, a dwarf, a man, and one dragon. They are spread over the map. The Wargs of Forochel and the White Mountain Wolves are separated by six regions. The Misty Mountain Wolves have a bad AA. It is acceptable to discard a faction if you doubt success. Each Wolf faction gains a positive modifier with another faction in play, which you do not control.

The Ingot company will play the factions. Thulin will have a +4 to influence rolls. The Warg-king will give you +2 versus the three wolf factions. If Warg-King is in the company, then you

can play any wolf faction on a roll of 7+.

White Mountain Wolves need an attempt of 11 (Dunlendings +2).

Wargs of Forochel need an attempt of 11 (Ice-orcs +2, MM Wolves +2).

Misty Mountain Wolves need an attempt of 10 (Goblins of Goblin-Gate +2, Wargs of the Forochel +2).

Angmarim need an attempt of 11 (Easterlings +2, Hillmen +2). Play this faction early to help Hillmen. You have this faction to allow Witch-King to play Gold Reward.

The Petty-Dwarves are playable at The Worthy Hills. Also at Bar-en-Ibun, but neither site will be use. An influence check of 12 is needed, which is high for this 3 MP Dwarf faction. Play this faction using Fortress Reclaimed. Now, the check must be 14. Blazon of the Eye and Crooked Promptings must be used for +5 modifiers. You might have to use Old Treasure for +4 DI. Nain with these modifiers has 11 DI (1.di, 1.card, 4.ot, 2.eye, 3.crooked). It is okay, to discard Tarin to have this done.

Eärcaraxë Roused is the largest faction at 4 MP. Quietly visit isle of the Ulond to make an influence attempt. A result of 12+ allies this wyrm to you. Major items (+2) and Greater items (+5) are less a gift to this dragon than an ear to share.

~~—The Queer Forest is playable at The Willow Dingle. It is a special faction that cannot move. An attempt of 12 is needed and no resources may be played to modify the attempt. Eliminating a character or prisoner gives +5. The Great Willow in the company is another +5. Remove a non-unique dwarf to help on the roll. You will need to play the Great Willow late in the second deck, then move to Tom's House. Exhaust with this special faction in hand. Play the faction on the first turn of the third deck.~~

## ERAIDOR AND CARDOLAN

Your travels will be mostly in wildernesses. Only one non-wilderness, non-Coastal Sea region may be on your map – Angmar. You will be visiting Ruins to play gold rings, factions and major items. Wilderness is the predominate region type for your travels.

**Swift Strokes** is when you want to face a strike to defeat it. This resource is used by Warriors and allows two rolls for your prowess modifier. This event can allow killing elf creatures played by those in your Division. Expect to play it 9/9.

**Hidden Ways** can remove those tough creatures. A Ranger taps during the ORG phase to use this resource. There are four Dwarf Rangers available. Expect almost every movement to include at least on Wilderness and half multiple Wilderness. Expect to play it 6/9.

**Not Slay Needlessly** will cancel many Free People attacks (Men, Dunedain, Elves, Dwarves). Expect to visit a Darkhaven from being wounded by a creature that gets through your stealth strategy. This event will let you visit sites in The Shire or risk combat with elves knowing you can cancel the next turn. Expect to play it 3/3.

**Hide in Dark Places** will help you avoid creatures keyed to Ruins at Geann a-Lisch or Bar-en-Ibun after that Hold Rebuilt and Repaired. Expect to play it 2/6. You need to protect the low body Sages.

~~—**Ancient Burial Site** helps play items. Play this at a Ruins & Lairs to play hoard items. Else if the site has an Undead automatic attack you can play gold ring items. This can help you play your major hoard items or A Little Gold Ring.~~

~~—**Catch an Elusive Scent** requires an untap Scout during the site phase. Now you can play another major, minor, or gold ring item at the tapped site. You only have two Scouts.~~

**Crooked Promptings** is a Diplomat resource for one of two purposes: influence attempts if you have a large negative modifier or with corruption support if carrying a special ring item or the Arkenstone. Small dwarf companies makes this event better than other similar events. Expect to play it 7/9.

**Voices of Malice** is the Sage event to discard non-environment permanent or long events. Remove influence destruction hazards hurriedly. There are four Sages in the deck. Expect to play it 7/9.

**Banishment** is another Sage event. Get this event on an Undead automatic-attack site during the site phase. Tap the sage to remove Undead AA. Site contains a hoard if the site is a Ruins & Lairs. Resource is discard when playing an item at the site. Five sites you will tap fit this type.

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

You do not expect to travel deep into Gondor or into Wilderland. A dwarf-hold must be kept in play so to use Clan Bonds without moving to a Darkhaven. This means that a site must have a Dwarf automatic-attack and not be a Ruins. Select Ruined Signal Tower. But first that Ruins must be changed to a Shadow-hold using **Hold Rebuilt and Repaired**. **Dwarven Cunning** will then be played on the site to keep it in play. **Engines of Defense** adds the pain to enter the site by modifying all automatic-attacks by +2 prowess. Any visitors facing the Trap attack will discard the event, but you have the next turn to visit that site keeping Clan Bonds useful.

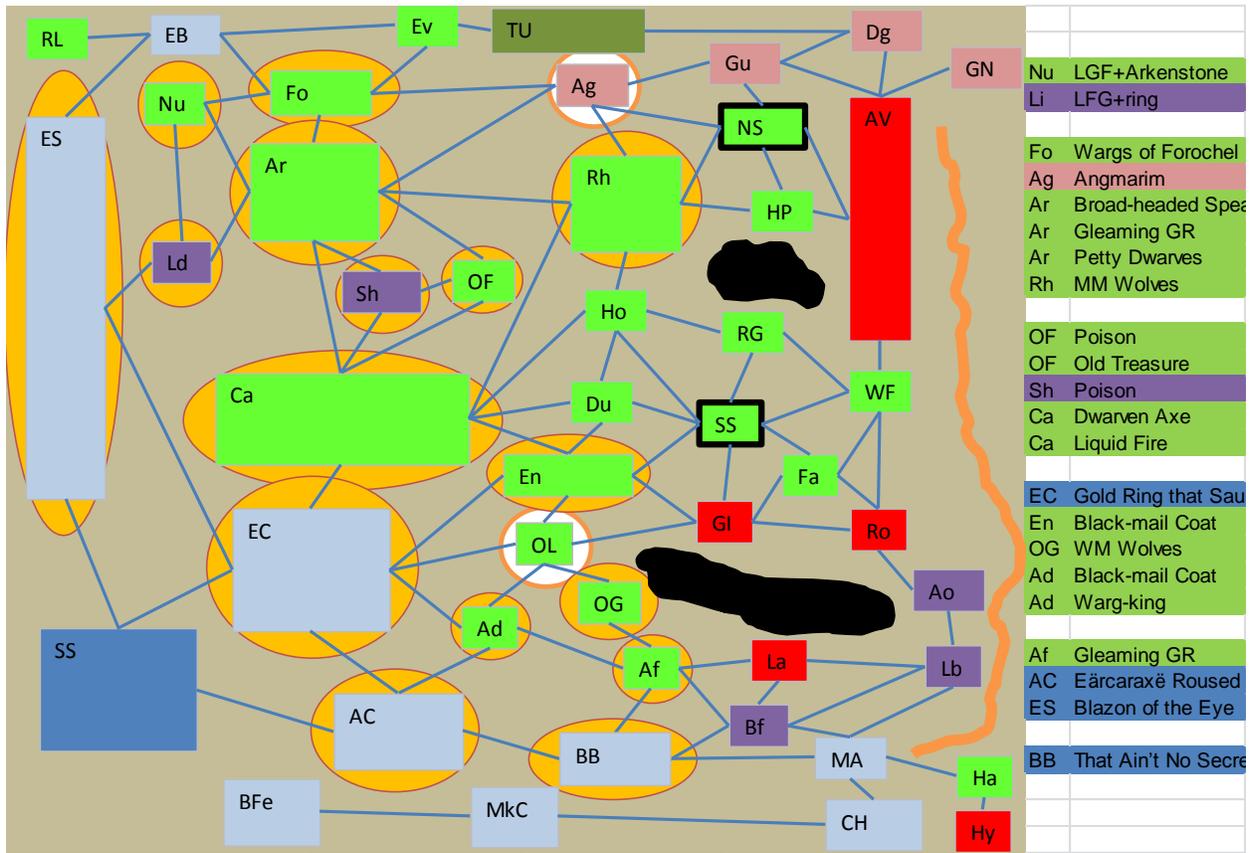
**Fortress Reclaimed** allows playing Petty-Dwarves at the site. That will add another AA of Dwarf with 3 strikes and 8 prowess. Consider playing Engines of Defense instead on Carn Dûm if you know wood-sprites have knowledge of the Red Tower.

The purpose of making this site a Shadow-hold is for the Lidless Eye to change the site type to Dark-hold using *Awaken The Earth's Fire* or with *The Witch-king of Angmar*. Then *On Their Master's Errand* allows Nazgûl to be keyed to regions with a Dark-hold. Cardolan already has Creb Durga and Lindon Mount Rerir. Witch-king will attempt to make Tuckburrow into a Dark-hold. You can use hazard events to key sea creatures to Enedhwaith.

Ruined Signal Tower			EoDf	CTWF	MiD
Normal AA	Spider	2s 8p	2s 10p	2s 10p	2s 10p
Dwarven Cunning	Traps	3s 9p	3s 11p	3s 11p	3s 11p
Fortress Reclaimed	Dwarf	3s 8p	3s 10p	4s 11p	3s 10p

## THE COASTAL HAVENS

You have the Grey Havens as the main target. Swift Onset will allow the movement of your factions. If you have two strong companies and all four factions in play, you can attack the Grey Havens and Edhellond. Use Wargs of Forochel and MM Wolves at the Grey Havens. Send the Dunlendings and WM wolves to Edhellond. This should distract Círdan and Imrahil. Ardagor will be sending many factions to the Blue Mountains. If he does, then send yours to Edhellond.



Forochel	R	Lossadan Cairn	dark	Undead
Númeriador	R	Andoloki	dark	Drake
Númeriador	F	Blue Mountain Dwarf-hold	dark	Dwarves
Lindon	H	Grey Havens	dark	Elves
Arthedain	R	Annúminas	dark	Undead
Arthedain	B	Bree	dark	Dúnedain
Arthedain	R	Dead Man's Dike	dark	Undead
Arthedain	F	Tol Lamfirth	dark	Dúnedain
The Shire	F	Michel Delving	dark	Hobbits
Old Forest	F	Brandy Hall	dark	Hobbits
Old Forest	R	The Willow Dingle	dark	Awakenec
Rhudaur	R	Ettenmoors	ardagor, dark	Trolls
Cardolan	R	Bar-en-Ibûn	dark	Dwarves
Enedhwaith	R	Ruined Signal Tower	dark	Spiders
Old Pûkel-Gap	R	Stone-circle	dark	Pûkel-cre
Andrast	R	Tharagrondest	dark	Wolves
Anfalas	B	Lond Galen	dark	Men
Elven Shores	R	Himring	dark	Undead
Eriadoran Coast	R	Isles of the Dead that Live	dark	Undead
Andrast Coast	L	Isle of the Ulond	dark	Dragon

Ettenmoors has two troll factions. Expect Ardagor to visit there.

## SITES

Most of your sites were attempted to be in southern Eriador along the coasts. You will be visiting almost every region in Eriador and its adjacent regions. Half of the sites are either in a Coastal Sea or adjacent to one. No Shadow-hold or Dark-holds have resources for you. You might visit them to play a character. 20 sites will be visited. Only Wilderness and Coastal Seas will be seen other than Angmar, Lindon, and The Shire. Two sites are hidden, two contains a hoard, one is a Swamp, one dungeon, three are ports. Only Indûr the Ringwraith visits as little to the number of sites that are Lairs, SH, or DH. Only the Desert Orcs and Necromancer visit more Free-holds.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	5	2	12	1	0	0	20

Five Free-holds, two Border-holds, 14 Ruins, and one Lair will be tapped by this player. Each Free-hold is in a different region. This player will visit the second most Ruins & Lairs of all players. Automatic-attack types of these 20 sites include: Undead (5), Wolves (2), Spiders (1), Dragon (1), Drake (2), Trolls (1), Men (1), Hobbits (2), Dúnedain (3), Dwarves (2), Elf (3), Awakened Plant (1) and Pukel-creature (1). Not Slay Needlessly affects nine. The longest path between the assigned regions is six (Anfalas-Andrast-Eriadorian Coast-Cardolan-Arthedain-Foroachel). Geann a-Lisch can reach all but the sites in Forochel or Númeriador.

Rebellion of the Houses will be used likely at **Blue Mountain Dwarf-hold** during the Warlord deck. You can play Arkenstone, technology, or Old Treasure there using Long Forgotten Gold. All minion players in this Group will visit The Shire. No one has **Brandy Hall** selected for targeting. Play Poison there if you have the strength for its 3 strikes with 6 prowess Hobbits and 3 strikes with 10 prowess Dúnedain automatic-attacks. **Michel Delving** has two attacks: Hobbits of 7 strikes with 4 prowess and Elves of 3 strikes with 9 prowess. Play a minor item there such as Poison or bring into play an agent under general influence with a home site in Eriador. You can visit **Grey Havens** using Long Forgotten Gold to play any gold ring item. Go to **Tol Lamfirith** for a Broad-headed Spear. Its 3 strikes with 10 prowess Dúnedain attack is rough, but you can manage.

**Bree** has Gleaming Gold Ring. The Dúnedain detainment attack with 7 prowess is manageable. Play another copy of Gleaming Gold Ring at **Lond Galen**. Its automatic-attack is one of the weakest of Men with 7 prowess against all characters.

Ruins are the bulk of your sites. Wargs of Forochel are playable north in Forochel at **Lossadan Cairn**. The Undead two strike 8 prowess attack is manageable if no hazards boost the attack. **Andoloki** has a manageable single 10 prowess Drake attack to find the major item Dwarven Axe. Misty Mountain Wolves are in Rhudaur but shared by Ardagor. **Ettenmoors** has two attacks. First face the single strike 9 prowess Troll attack. Try to cancel the Wolf attack of 2 strikes with 8 prowess. **Dead's Man Dike** has Black-mail Coat. The Undead attack of 3 strikes with 9 prowess will require many iron-shod boots. But so will any visitors. The other Undead site in this region is **Annúminas**. It is not unused; let Ardagor have it for a faction; It has Undead 3 strikes with 9 prowess attack. Old Forest has **Willow Dingle** to play hoard minor items including Old Treasure. It is a swamp. The single strike 12 prowess Plant attack will be tough and likely wound. ~~Later play The Great Willow there. Try to play The Queer Forest too.~~

Now you can travel to the coasts. You will encounter Undead, Pukel, and Wolf AA. Try to avoid Undead sites due to the hazards played by the Witch-King. Go to **Bar-en-Ibun** with its Dwarf 3 strikes with 8 prowess detainment attack. Liquid Fire is playable there.

Further south, **Stone-Circle** has your third wolf faction. You will tap to face the one strike 9

prowess Pûkel-creature attack. **Ruin Signal Tower** is the site to make into a Shadow-hold. Play a few permanent-events on that site. Keep Nain and Tarin there after facing a 2 strike and 8 prowess Spider attack.

**Himring** has major items to play Broad-headed Spear. First face the single strike 8 prowess Undead attack. Move to the adjacent region to land at **Isle of the Dead** That Live. Play Gold Ring that Fancies after facing the two strike Undead attack with 8 prowess. **Tharagrondest** has Warg-king. Try to cancel the Wolf three strike 8 prowess. This site allows you to tap to a Scout discarding a Dunadan or Coastal Sea creature from hand else to see the hand. **Isle of Ulond** has major hoard items. A beard will be wounded when riddling with the water-wyrm's 14 prowess strike.

## FACTION WAR

You will be playing four factions ready for battle. Swift Onset will allow your factions to move. Determine if Ardagor needs help in Eriador. If so, then send the two wolf factions to his aid. Send the other two factions to Edhellond with the Ingot company. This player will continue to play items and CvCC elves outside of havens.

## HEROS & MINIONS

Eriador and the surrounding lands have other inhabitants. Cirdan will mainly be on the coast, so you will have to move to engage him. Gandalf will be near to you while he is in the Shire. He might visit the Stones to play a greater item. He is weak and will not engage you. Elrond, though, will punish you from attacking Gandalf and will travel great distances for revenge. Théoden is just east of Geann a-Lisch, so be careful when moving to Enedhwaith and the Gap of Isen. Saruman also has the western Misty Mountains to cover. If you are stupid, weak and near Galadriel and her ents will help with your manners. You will only visit one site in Enedhwaith or Old Pûkel-Land. Ardagor will leave you alone unless you have a resource that he wants.

## MARSHALLING POINTS

C=8 You have 18 MP in characters; expect half to be in play. It is possible to have up to 12.

I=9 Nine items yield MP. Expect the magic and spirit rings to be in play along with the Black mace and a major weapon item.

F=9 There are five factions. Expect one to be killed.

A=2 This is only the Warg-king.

M=2 Rebellion of the Houses gives these Mps.

K=2 You want to kill some free people creatures using Poison.

Game Points: Engines of Defense. Wolf-allies, lesser ring items

## DECK MANAGEMENT

A low volume of core table resource events (13 of 40) will mean much moving early to draw cards. ~~Dark Tryst will help gather 12 cards (it is fast to play itself).~~ Resource events are also fast including six skill cards and Not Slay Needlessly count as 17 events ready to play any turn. We Have Come to Kill will need to be held. Ten other events are permanent and easily played. Half of the resources to start the game can be played on the turn drawn. Only the Dwarven Ring is the abnormal mechanism to shuffle or grab cards.

Six turns are needed build the core companies. Three resources can make three played

outside a Darkhaven. Gulla can be played at Carn Dum. Tarin is nearby. Nain only needs one turn to reach Angmar. Holding these dwarves in hand will slow your card flow. Think of just discarding the dwarf to play again while playing the non-dwarves providing risk taking.

Cards that can fetch include the Dwarven Ring (greater item) from playdeck or discard pile.

Hazard creatures have a mix with speed. The three Dwarf and six Drake creatures are fast. The Coastal Sea creatures will be discarded, but try to keep one in hand for Cirdan the Shipwright.

Hazard events include nine permanent or long-events that are fast to play. Outpost is of course fast, but it shuffles cards. Five Sea short-events are restrictive, but Dragon Terror will make them into tapping hazards. Facing your own Division will greatly move the hazards through your hand and elves under the water.

## 1ST DECK

Rush to play items and factions. Wait for combat until the second deck when Poison may be available. Play more characters, but you may waste two or three turns playing Dwarves outside of Eriador. Move to draw cards quickly and thus characters. Double Wilderness movement will be dangerous. Moving from Dol Guldur south of the Iron Mountains is dangerous with a stop in Rohan or Redhorn Gate.

Item and character resources will be shuffled into the first deck. 12 resources will be sent to the discard pile and one shuffled. First, send cards to the discard pile for three turns allowing you to reach Eriador and may be draw Clan Bonds. His Beard Long and Forked will be grabbed to hand using a character. Black-mail Coat will be shuffled once you are in Eriador and strong for the armour is needed. Finish placing cards into the discard pile. All this needs 5 turns.

Weigh All Things to a Nicety shuffles Not Slay Needlessly, and We Have Come to Kill.

An Unexpected Outpost shuffles *Twilight, and Winds of Wrath* x2 bothering the Gondor Division or Elf-lords.

### First Exhaustion

Remove from the sideboard 5 hazards: *Reef* x2, *Capricious Spirit*, and *Lost At Sea*. These hazards are short-events playable on Cirdan the Shipwright.

Place these resources in the sideboard: *Rebellion, We Have Come to Kill* x2, *Poison* x2.

## 2ND DECK

Continue to play the item and factions. Combat the elves at least once before the Warlord Phase. Try to get the Dwarven Ring in play too by that point. Store any gold ring items at Bar-en-Ibun.

Dump to the discard pile the two wolf factions. Near the end of this deck shuffle the wolf unique ally. Once in play shuffle Collar of Spikes and Pack-leader to boost the ally's body stat.

Expect to exhaust on Turn 17 and no later than Turn 18. You should have 80 or fewer cards to start the third deck.

Weigh All Things to a Nicety shuffles Hidden Ways, Not Slay Needlessly, Crooked

Promptings (for Petty-Dwarves).

An Unexpected Outpost shuffles *The Ring's Betrayal*, *Good Sense Revolts*, and *Eärcaraxë at Home*,

### Second Exhaustion

Remove from the sideboard 4 hazards: *Eärcaraxë*, *Arthedain Rangers* x2 and *He Is Lost to Us*.

Place these resources in the sideboard: *Black Rain* x2, *characters* x2.

### 3<sup>rd</sup> DECK

Begin the faction wars soon. Heal your wolf factions. Near the end of this deck shuffle the following cards and move to Annúminas: *Hold Rebuilt and Repaired*, *Fortress Reclaimed*, *Petty-Dwarves*, *Dwarven Cunning*.

*Weigh All Things to a Nicety* shuffles *Not Slay Needlessly*, *Crooked Promptings*, and *Swift Strokes*.

An Unexpected Outpost shuffles *Dragon's Terror* and a low prowess drake.

## SIDEBOARD MANAGEMENT

1	Arkenstone		dp133
1	Dwarven Ring of Bavor	whispers	
1	Magic Ring of Guile	whispers	
1	The Warding Ring	whispers	
1	Black-mail Coat	tap	
1	Vile Fumes		dp132
2	poison		dp121,dp122
1	Wargs of the Forochel		dp211
1	White Mountain Wolves		dp212
1	Petty Dwarves		.....tap3
1	Warg-king		tap
2	Hide in Dark Places		dp111, dp112
1	Pack-leader		tap2
1	Collar of Spikes		tap2
2	His Beard Long and Forked		dp113,dp131.....
1	Fortress Reclaimed		.....tap4
1	Hold Rebuilt and Repaired		dp123 .....tap1
1	Dwarven Cunning		.....tap2
1	Axe-Master		dp141
1	Rebellion ... Houses		.....dp211
1	They Bring Fire		dp142
1	Swift Onset		dp143
25 in sideboard			
E1			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	1	+1	5	+5	-	-
SB to DP	15	+5	1	+1	-	-
Weigh	-	-	-	-		
avatar card	-	-	-	-		
other	3	0	-	-		

## HAZARD

Your strategy is to bring death to those on the seas. Several drakes are found in Coastal Sea regions and 18 events target those in or near the seas.

## CREATURES

There are 19.5 creatures. Some are playable in Coastal Seas. One is keyed to Double Coastal Seas. The rest are found in deserted places. Men, dúnadan, drakes, and animal will attack those in ships. The weaker drakes should be used with Dragon Terror. He is Lost to Us may allow non-Elf Free Peoples creatures to attack Cirdan. Eärcaraxë will cause problems too. Imrahil and may be Valdacli are the other White players to see your creatures.

The fix free people creatures will be played on anyone. Six of the drakes are easy to play too. Then 6 creatures will be kept in hand to play against Cirdan (Rain Drake, Sea Serpent, Kraken, Earcaraxe). So keep such a creature in the hand for two turns unless another is drawn.

One Free People creature will be detainment on heroes. Their prowess is high so to tap some in the company. Use Chill Them to Fear to great effect if in play by a White Player.

**Arthadan Rangers** will patrol Eriador. They should tap mid to low prowess characters with a strike of 10 prowess. This creatures can kill against a He is Lost to Us Lord player.

**Corsairs of Umbar** are a tough creature of 1 MP with its 5 strikes with 9 prowess. It has a far range of regions in Gondor including Ruins and Shadow-holds. It is keyed to Lindon, Cardolan, Enedhwaith, Old Pûkel-Land, Andrast, Lebennin, Belfalas, Harondor, and Harondor. Do not worry about heroes killing this creature. Also keyed to any Coastal Sea region.

Two small drakes are used for quick play of Dragon's Terror, which is a dark enchantment. Land Drake and Light Drake are easy to play at Ruins and Wilderness. They will be killed.

**Rain Drake** is a tougher creature at 15 prowess, but harder to play. This creature will tap its victim with one strike of 15 prowess keyed to Triple Wilderness or a single Coastal Sea.

**Sea Serpent** is only playable to Coastal Seas. This creature may wait in your hand to play on Cirdan. It has two terrible strikes at 14 prowess with six body.

There is a sea animal to bring fear to those on the water. **Kraken** requires two Coastal Seas in the site path. This 2 MP creature has two strikes with 10 prowess for each of its attacks. The creature has one attack for every Coastal Sea in the site path. A character can tap to cancel one attack if two attacks are present or two attacks if three or more attacks are present. If all strikes are defeated, then make a roll. If the roll is less than 4 the creature is removed from play.

Two manifestations of **Eärcaraxë** are in the deck. The creature is playable in the ocean that should hit Cirdan. At Home is to scare elves from a hoard site. The hazard effect increases the hazard limit by one for companies with a Coastal Sea in its site path. Use Exile of Solitude on this event combined with Winds of Wrath.

**Gondring** has a good range with Doors of Night in play. She can target Círdan in Elven Shores and the Elves of Evermist in the Bays of Forochel. Her prowess of 14 and 8 body will ensure her survival. Her normal range is East and West Bays of Forochel, Elven Shores, Forochel, Rast Losnaeth.

**Gondring aHunt** is along the Bays of Forochel bothering Elves of Evermist and Durlach. She is an Ice-Dragon with 3 strikes at a low 12/7 prowess/body. Doors of Night expands her range to Everdalf, Númeriador, and Minheldolath.

Gondring was included to use Exile of Solitude. Gondring at Home taps to take Noose of the Sea from discard pile to your hand. Use Exile of Solitude on this event combined with Winds of Wrath.

**Exile of Solitude** is a pseudo-prisoner hazard. It is played on a Home Dragon manifestation strike modifying the prowess by -1. Success discards all cards the target controls including the target. It is possible to discard a character with many followers and permanent events. Gondring creature can else take the target prisoner.

## Creatures

- FH:
- BH:
- 6 RL:           land-drake   light-drake
- SH:
- DH:
- UD:

- 
- FD:
  - BL:
  - 9 W            land-drake   light-drake
  - 2 WWW                               rain-drake
  - SL
  - DD
  - 3 CS           serpent                       rain-drake
  - 2 CSCS                               kraken

---

Eriadoran Coast  
Andrast Coast  
Bay of Belfalas  
Mouths of Anduin  
Lindon  
Rhudaur, Hollin, Dunland  
Cardolan, Enedhwaith  
Old Pukel Land, Andrast  
Anfalas, Belfalas, Lebennin

## HAZARD-35

This is a Sea Hazard deck. Many hazards are only playable with a Coastal Sea in the site path. Use Dragon's Terror to discard these hazards if no chance of play is present. Seven hazards affect Coastal Seas.

You will sink those using the seas for movement. Your 8 events are mostly roadblock. You have three environments, 4 automatic-attacks, and one agent hazard.

hazard	Deck	Total	Type	Type	
Leaving Middle-Earth	1	1	P	0	
Good Sense Revolts	1	3	S	agent	
Capricious Spirit	2	3	S	ally	
Summons from Long Sleep	1	3	P	attack	
He is Lost to Us	1	3	P	attack	
Arouse Denizens	2	2	S	auto	
Flooded to the Surface	2	2	P	auto	
Dragon's Terror	3	3	S	dark enchantment	
The Reach of Ulmo	2	2	L	deep	
Twilight	1	24	S	environment	
Doors of Night	2	24	P	environment	
Call of the Sea	2	3	S	general INF	
An Unexpected Outpost	3	72	S	hand	
The Sea Is Unrelenting	2	3	S	HL	
Eärcaraxë at Home	1	1	P	home	
Terror From the Deeps	1	2	P	play	
Lost at Sea	2	3	S	sea	
Noose of the Sea	2	3	S	sea	
Winds of Wrath	2	3	S	sea	
Reef	2	3	S	sea	

### Base cards-3

You have 2 copies of **Doors of Night** and one **Twilight**. There are four other environment hazards.

### Corruption/Tap-5

**Call of the Sea** will discard elves that love the sea if two or more such regions are in the path. A roll is made modified by -3 for each Coastal Sea in the site path. A result less than the unused general influence discards the character. This will make the company weaker.

**He is Lost to Us** is playable on a Lord/FW with 6+ SP. This hazard will allow free-people creatures to attack lethally to the target avatar. Once this hazard is discarded it is placed in that player's MP pile. Place yours on Cirdan to allow dwarf and dunadan creatures to attack him. Recycle it if discarded early.

**Capricious Spirit** may discard a demon, maia or spawn ally. Cirdan the Shipwright will likely have one ally. The target makes an influence check adding unused DI and subtracting six. If this is fewer than the ally's mind, then the ally is discarded.

**I Don't Like It** is a permanent-event giving a chance playing a unique ally fails. This Division has only Stinker, Feagwath, and Warg-king to play. Get this hazard in the playdeck from the sideboard after the first deck. Hero Eriador players have many unique allies.

### Main Theme: Sea Hassle-5

You want to make sea movement to be risky by tapping the characters.

**Noose of the Sea** will prevent a sea company of canceling your hazards against them. So keep this in hand with a creature to target Cirdan. This is a long-event.

**The Reach of Ulmo** is a permanent-event and will cancel Great Ship and hinder under-deeps strategies (mainly Balin and Ardagor). Two copies are included due to that when an under-deeps site is reach or after playing Great Ship/Ford/Hidden Ways this event is discarded.

**Eärcaraxë At Home** will increase the HL by one for every Coastal Sea in the path.

### Secondary Theme: Sea Roadblock-7

The secondary theme is to slow down a coastal sea strategy. All of these are short-events, but one. **Lost at Sea** stalls such a company for a turn.

**Reef** will redirect a sea company to a Ruins in its path or return it home if no site is found. Great Ship is blind to this hazard. Send them to a Ruins with an undead AA.

**Winds of Wrath** is a Reef to a greater extent but needs DON. This hazard can move a company up to four regions away from its site path to a site with a Coastal Sea in a site path.

### Tertiary theme: Creatures - 12

Sea creatures can receive aid for playing or effects. **Terror From the Deeps** allows animal or drake sea creatures to be keyed to non-Desert regions adjacent to a Coastal Sea. You have four such creatures (Rain-drake, Sea Serpent). This is a permanent-event.

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

**The Sea is Unrelenting**, a short-event, is played with a Coastal Sea creature that wounds a character if a sea creature attack is cancelled. Additionally, the hazard limit against a company is increased by one for each Coastal Sea in its site path.

**Dragon Terror** is there for card flow. Play it with a drake and discard all those sea hazard events that are unplayable against those in your current opponent Division. The weak drakes are expected to be killed every time played.

**Summons From Long Sleep** can hold onto dragons and drakes, which will bring fear to those playing an item at a Ruins. Reserving a creature does not count against the hazard limit. A reserved creature will have +2 to its prowess. Reserve Land-drake and not the others when possible. Now, Land-drake has 10 prowess given to a weaker character.

### Support Cards-2

**Leaving Middle-Earth** is a nasty method to deny the use of elf-holds. You have two Elf-lords in your Division. A tapped Elf-hold is placed in owner's MP pile. Two copies prevents that player to use another copy! This hazard will be a magnet for Marvels Told.

**Doom of the Noldo** is a permanent-event harming elves. First, elf creatures playable keyed to Wilderness may be played at any Elf-hold. No minions have such creatures. This hazard can hurt when Amon Lind or Ceber Fuinen is visited however. Hair of Uinen and Ulmo's Watch played

by Elf-lords are cancelled. This can hurt Cirdan the Shipwright. Additionally, corruption checks by a Noldo for playing a spell, ritual or transferring an item or playing Nenyra or Vilya is modified by -1 (by -2 if three or more rings or treasure items are in play). This last effect is tremendous. There are 21 Noldo characters used as hero characters; nine are in Eriador. No spells are expected to be used, but Marvels Told and Vilya will be used. Elrond will not play his elven ring outside of Rivendell.

**Siege** should be played on border-holds in Mordor Proper that are mostly in the discard pile of the heroes in your Division so to limit assistance. There are 137 such sites in the game. Those entering a Siege site face an Orc attack of 3 strikes with 7 prowess.

### Utility-3

**Outpost** is a staple. The sideboard has 14 hazards so this card should bring four hazards per deck for seven total. Exhaustion will transfer five more. He Is Lost to Us and Winds of Wrath will be transferred for the second exhaustion. Use one Outpost in the second deck to recycle the agent hazard.

### Agent-2

~~SSF and Fori are your agents. **Good Sense Revolts** is for any agent. **Good Sense Revolts** is for agents with already good DI bonus and popular cards played at their home sites. It also can be used on characters, allies, or factions. The agent receives +8 if the target is playable at agent's home site else +4. Use the hazard event on allies played at Border holds (Noble Hound, Mighty Steed, Noble Steed). The agent will have +4 and the ally's mind will be zero.~~

Fori is a W/Sc dwarf. His home site is Iron Hill Dwarf-hold. This is the home of Lord Dain. The dwarf will have +7 if he is at his home site.

**Some Devilry at Work** will force an agent back to its home site or to owner's hand if no such site is available. Use this on your dwarf agent by either tapping his home site(s) or visiting his only home site. Then play the agent next turn at his home site.

**Great Need or Purpose** will allow agents in your Division to take another action like moving or untapping. Agents can move to play creatures. They can play drakes at Andoloki and Amon Anlug against the Northern Waste Division.

## **DARK DWARVES**

[Minion Permanent-event]

Playable only on your starting company in lieu of a minor item. You may not reveal an avatar nor use Bade to Rule. The company may contain 2 Dwarf leaders. Any non-unique dwarf may be played at any Ancient Dwarf-hold that is not a Ruins & Lairs. During your end-of-turn phase you may bring one resource or character from your sideboard to your play deck (or 3 to your discard pile). Discard this card if the company contains a non-Dwarf leader or more than one non-dwarf. Cannot be duplicated by a given player.

### **DWARF WARRIOR/SCOUT/SAGE DWARF**

[GI: 20; Mind: 7, DI: 2, P/B: 5/8, Home Sites: Angurath]

Unique. Broadbeam. Leader. +2 prowess against Orcs. +1 prowess against Elves. +3 direct influence against Dwarves. When he is at any Ancient Dwarf-hold, you may keep one more card than normal in your hand. Deep Mines can be played adjacent to any of his home sites.

### **THRIR WARRIOR/DIPLOMAT DWARF**

[Mind: 6, DI: 2, P/B: 4/8, Home Sites: Angurath]

Unique. Broadbeam. Leader. +1 prowess against Orcs. +1 prowess against Elves. +1 direct influence against Dwarves. +1 direct influence against Broadbeams. Deep Mines can be played adjacent to any of his home sites.

### **THRUR WARRIOR/RANGER DWARF**

[Mind: 3, DI: 0, P/B: 4/7, Home Sites: Angurath]

Unique. Broadbeam. +1 prowess against Orcs. -1 to corruption checks. +1 for his company's Under-deeps movement rolls.

### **HANAR WARRIOR DWARF**

[Mind: 4, DI: 1, P/B: 5/7, Home Sites: Angurath]

Unique. Broadbeam. +1 prowess against Wolves. +1 prowess and body if Night is in play. -1 prowess and body if Sun is in play. -1 to corruption checks in the same company as a Longbeard. His Beard Long and Forked may be played on him as a Longbeard Dwarf.

### **GINNAR WARRIOR DWARF**

[Mind: 2, DI: 0, P/B: 4/7, Home Sites: Angurath]

Unique. Broadbeam. +1 prowess against Orcs. -1 to corruption checks. -1 to influence checks.

TURN 01-1.2, Dol Guldur-U

U	Thulin II	6	1	5	8	ironfist	W		R	Sa		0	
U	Thrir	3	0	4	7	Broadbe	W					0	
U	Náin	3	1	3	7	firebearc	W			Sa		0	
U	Mountaineer	2	0	2	7	dwarf	W	Sc				1	
U	Pathfinder	3	0	2	7	dwarf	W		R			2	Fizzling Torch
U	Advisor	3	1	2	6	dwarf	W			Sa		0	

Doors of Night	Land-drake			
Dwarven Art of War	Light-drake			
Gondring	Lost At Sea			
Gondring at Home	Weigh All Things to a Nicety			
0	0			
Turn: 1	Hand: 8	MP: 6	SP: 2	PD: 82
Imrahil	Yellow	Pallando	League	CIRDAN

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Merkampa at Home  
 , Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins

**ORG**

Dwarven Ring of Bavor's Tribe(M) is placed on Whispers of Rings. All move to Carn Dum. Dark Dwarves is tapped to dump from SB [Hide in Dark Places x2, His Beard Long and Forked]

**MOVE**

Thulin, -dd-bl-dd-sl, haven. Carn Dum.  
 HL6, Imrahil-x,  
 HL5, Yellow plays Shut Yer Mouth on Thulin II.  
 HL4, Yellow plays An Unexpected Outpost to shuffle Sloth Bear.  
 HL2, Pallando keys Brigands to BL, men.2s8p  
     Mountaineer, 2p+8sroll=10, defeat  
     Thrir, 4p+9sroll=13, defeat  
Weigh All Things to a Nicety shuffles His Beard Long and Forked

**SITE**

**END**

Advisor taps to grab His Beard Long and Forked from the discard pile.  
His Beard Long and Forked played on Thulin II.

TURN 01, vs. Imrahil

**MOVE**

Imrahil, -,haven.pL

HL3, Dwarf plays Leaving Middle-earth

HL2, Dwarf plays Gondring at Home.

HL1, Dwarf uses Gondring OG. Has Reef, Lost at Sea, Sea Serpent in hand.

Urezir, -w-bl,bh

HL3-1, Dwarf has Light-drake,but weak.

HL2, Dwarf plays agent Swarthy Sneering Fellow.

TURN02-1.2

{Cirdan not in play, Isildur's Tomb, Grey Havens}

@ Carn Dum,U

U	Thulin II	6	1	5	8	ironfist	W		R	Sa	0	Shut Yer Mouth	His Beard
T	Thir	3	0	4	7	Broadbe	W				0		
T	Mountaineer	2	0	2	7	dwarf	W	Sc			1		
U	Pathfinder	3	0	2	7	dwarf	W		R		2	Fizzling Torch	
U	Nain	3	1	3	7	firebearc	W			Sa	0		
U	Advisor	3	1	2	6	dwarf	W			Sa	0		

Doors of Night	Lost At Sea			
Flooded to the Surface	Reef			
Gold Ring that Sauron F	Sea Serpent			
Light-drake	The Warg-king			
0	0			
Turn: 2	Hand: 8	MP: 7	PD: 76	SP: 2
Yellow	League	Imrahil	Pallando	CIRDAN

More Alert Than Most

Children of Aule Star of High Hope

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

, Thrice Outnumbered, Doors of Night, Scorba at Home, Mordor in Ruins

, Plague of Wights

**UNTAP** agent SSF untaps.

**ORG**

{Scared to visit Eriadorian Coast for ring item against League and Imrahil.}

Magic Ring of Guile placed on Whispers of Rings.

Dark Dwarves is tapped to shuffle from SB: [Black-Mail Coat].

Nain stays.

Thulin II rolls to remove hazard. 9roll>7,pass.

Thulin II+ move to Bar-en-Ibûn since hazards makes it lethal to visit Isles of the Dead That Live for gold ring item; Advisor taps to visit site. Low body stats moving, but hero long-event helps.

**MOVE**

Nain, -,haven

HL2, Yellow plays An Unexpected Outpost shuffles Earth-Tremors and Shut Yer Mouth.

HL1, Yellow uses OG Valiant Sword.

Thulin, -sl-w-w,rl

Clan Bounds played.

HL5, Yellow plays So You've Come Back on Thir

HL4, Yellow plays Despair of the Heart on Advisor.

League has Orc-Lieut. X2, Orc Warband, Lure of Power.

HL2, League plays Lure of Power.

## SITE

Bar-en-Ibûn; (1)Dwarves---(3S/8P, detainment, against companies with no elf)

Mountaineer, 2p-3x+8sroll=7,taps

Mountaineer, 2p-3x-1t+7sroll

Pathfinder, 2p-3x+2sroll=1,taps

Thir taps to play Gold Ring That Sauron Fancies.

**END** Lomaw.Necro

Good turn; lucky with low body stats.

Turn 02, vs. Imrahil

## MOVE

Prince, -,h.pL

HL3, Ardagor-x

HL2, Wking-x

HL1, Dwarf moves agent SSFellow from Umbar to Gobel Mírlond

Turn 02, vs. Yellow

## MOVE

Advisor, -,haven.pL

HL2, Dwarf uses OG Some Devilry at Work

HL1, Necro uses Nobody's Friend to fetch from PD Nuluzir.

Narin, -j-sl-w,fh

HL3, Dwarf plays Great Need Or Purpose

HL1, Necro plays Nuluzir as agent.

Turn 02, vs. League

## MOVE

Eadur, -,haven

Necro discards Angmarim Tribesmen to satisfy Thrice Outnumbered

HL2, Necro-x

HL1, Dwarf-x

Vishtâspa, -fd-cs-w,bh

HL3-1, Necro-x

HL1, Dwarf has Lost at Sea, Sea Serpent, Rain-drake in hand.

Dwarf keys Sea Serpent to CS, drake.2s14p6b

Vishtâspa, 4p+9sroll=13, success. 7broll=wounded

Kavatha, 4p+1.card+6sroll=11,success, 9broll=killed.

TURN03 {Cirdan at Grey Havens, Isildur's Tomb}

@ Bar-en-Ibûn, T

U	Thulin II	6	1	5	8	ironfist	W		R	Sa	0	His Beard Long and Forked
T	Thrir	3	0	4	7	Broadbe	W				4	Gold Ring that Sauron Fa So You've Come Back
T	Mountaineer	2	0	2	7	dwarf	W	Sc			1	
T	Pathfinder	3	0	2	7	dwarf	W		R		2	Fizzling Torch
T	Advisor	3	1	2	6	dwarf	W			Sa	2	Despair of the Heart

@ Carn Dum, U

U	Náin	3	1	3	7	firebearc	W			Sa	0	
Doors of Night		Lost At Sea								Call of the Desert		
Doors of Night		Rain-drake								Desert Amber		
Flooded to the Surface		Reef								Gnaw with Words		
Light-drake				0						Hord		
0				0						Slow-fang		
Turn: 3	Hand: 8	MP: 9	PD: 70	SP: 2								
Pallando	Yellow	League	Imrahil	CIRDAN								
					Wizard Uncloaked							

More Alert Than Most

- , Wardens of the Woodland Realm, Merkampa at Home
- , Thrice Outnumbered, All Dead All Rotten, Doors of Night, Mordor in Ruins
- , War-wolves
- , Great Need Or Purpose

**UNTAP** {16 GI used with Pathfinder and Advisor as followers to Thulin II.}

Thrir -4.ring+5scroll=1.pass. Advisor no tap hazard remove, 6hroll-3x=3,fail.

**ORG**

All move to or stay at Carn Dum.

**MOVE**

Nain, -,darkhaven

HL2, Pallando plays Thrice Told Tales on Nain.

HL1, Pallando plays Call of the Desert on Nain.

Thulin, -w-w-sl,Darkhaven

HL5, Pallando plays Gnaw with Words to tap Thulin II.

HL4, Pallando keys Half-trolls of Far Harad to SL, troll.2s10p,det

Advisor taps to face both strikes. -1p, -2p scroll, sroll

HL3, Pallando plays Vaal Gark as agent.

HL2 Pallando uses OG Slow-fang

HL1, Yellow plays Full of Froth and Rage

League had Ring-Chained; Imrahil-x

Getting lucky with no big creatures.

Dark Dwarves is tapped to shuffle Hold Rebuilt and Repaired

**SITE**

**END** Lomaw.Necro {need to be better at permutations of player order}

Turn 03, vs. Pallando

**MOVE**

Pallando, -,haven

HL3, Dwarf plays Doors of Night. Skies of Fires discarded.

HL2, Dwarf plays Summons From Long Sleep

Dwarf places Light-drake on SFLS.

HL1, Dwarf turns agent Swarthy Sneering Fellow face-down at Gobel Mirlond.

Manari,-bl,haven

HL4, Dwarf-x

HL3, Wking-x

HL2, Ardagor-x

HL1, Necro-x

HL1, Smg

Turn 03, vs. Yellow

**MOVE**

Advisor, -,haven

HL2, Ardagor uses OG War-wolves

HL1, Dwarf-x

HL1, Smg-x

TURN04-4.5 {Cirdan is at Tol Fuin, his elves at Edhellond, Grey Havens }

@ Carn Dum, U

T	Thulin II	6	6	5	8	ironfist	W		R	Sa	0	His Beard Long and Forked	
U	Pathfinder	3	0	2	7	dwarf	W		R		2	Fizzling Torch	
T	Advisor	3	1	2	6	dwarf	W			Sa	2		Despair of the Heart
U	Mountaineer	2	0	2	7	dwarf	W	Sc			1		
U	Thrir	3	0	4	7	Broadbe	W				4	Gold Ring that Sauron Fa	So You've Come Back
U	Nain	3	1	3	7	firebearc	W			Sa	1	Thrice Told Tales	Call of the Desert

Crooked Promptings	Rain-drake				Beautiful Gold Ring
Doors of Night	Reef				Chyans
Gulla	Sea Serpent				Desperate Strike
Lost At Sea	Weigh All Things to a Nicety				Desperate Strike
0	0				Drowning Seas
0	0				Old Road
Turn: 4	Hand: 8	MP: 9	PD: 63	SP: 2	Reforging
League	Yellow	Imrahil	Pallando	CIRDAN	Test of Form
					0

More Alert Than Most

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage, Press-gang, Forgotten South of the World

, All Dead All Rotten, Mordor in Ruins

, War-wolves, The Back Door

## UNTAP

Thrir makes cc from gold ring item, Mountaineer supports,  $-4.ring+1.sup+6croll=3$ .

## ORG

Gulla played at home site Carn Dum.

Thrir stores gold ring, makes cc, Pathfinder supports,  $-4.ring+1.sup+7croll=4$ .

Gold ring test,  $6troll-2.darkhaven=4$  : GR, LR

Play Magic Ring of Guile from Whispers of Rings.

Thrir transfers Magic Ring of Guile to Mountaineer,  $-2.ring+6croll=4$ .

The Warding Ring placed with Whispers of Rings.

Advisor taps to removes hazard,  $6hroll=pass$ .

Nain taps to removes hazard,  $6hroll=fail$ .

WATTAN shuffles Hide in Dark Places; not much to shuffle.

Company reorg: Thulin-Pathfinder-Advisor, Thrir, Gulla, Nain-Mountaineer.

Mind: Thulin.7, Thrir.3, Gulla.5, Nain.4 SYCB 19GI

Thrir stays. Thulin, Pathfinder, Advisor move to Morkai.

Gulla, Nain, Mountaineer move to Barad Lughilsarik

## LONG

War-wolves. League , The Back Door. League discarded

**MOVE**

Thir, -,haven Carn Dum

HL2, League uses OG Drowning Seas

HL1, Yellow-x

Thulin, -sl,sh Morkai

HL3, League-x

HL2, Yellow-x

HL1, Imrahil-x

Gulla, -sl-dd,dh Barad Lughilsarik

HL3, League-x

HL2, Yellow-x

HL1, Imrahil-x

{ great turn to move and tap sites }

**SITE**

**END** Throkmaw.Necro(next turn)

Dark Dwarves is tapped to dump from SB to DP:

[Poison x2, Angmarim(M)]

TURN04 vs Yellow

**MOVE**

Narin, -w-bl-w-sl,RL Xyunai

Narin, -sl-j-w-w,haven Azagarbhun

HL2, Necro-x

HL1, Dwarf plays Doors of Night.

Hundreds of Butterflies played to untap Narin, HL+1

Dwarf moves agent Swarthy Sneering Fellow to home sites

TURN04 vs League

**MOVE**

Vishtaspa, -,fh Pelepelplû

HL2, Dwarf plays as agent Drór. 4 sea hazards in hand!

Telmir, -,haven Inyaloni

HL2, Dwarf uses OG Rain-drake

HL2, Dwarf plays An Unexpected Outpost, DON, shuffles  
[Summons From Long Sleep, Leaving Middle-earth]

Eadur, -fd-w,RL Nâlashatûr

HL2, Dwarf keys Land-drake to RL. Drake. 1s8p, attacker

Eadur, 2p+1.card+5sroll=8,ineff

TURN05-3.6,

Cirdan at Tol Fuin; Blue Mountains, Grey Havens, Edhellond

@ Carn Dûm, U

U	Thrir	3	0	4	7	Broadbe	W							0	So You've Come Back
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@ Barad Lughilsarik, U

U	Gulla	4	0	5	8	ironfist	W		R					0	
T	Náin	3	2	3	7	firebearc	W			Sa				1	Call of the Desert
T	Mountaineer	2	0	2	7	dwarf	W	Sc						3	Magic Ring of Guile

@ Morkai, U

U	Thulin II	6	6	5	8	ironfist	W		R	Sa				0	His Beard Long and Fork
T	Pathfinder	3	0	2	7	dwarf	W		R					2	Fizzling Torch
T	Advisor	3	1	2	6	dwarf	W			Sa				0	

Broad-headed Spear	Sea Serpent			Ambusher
Bróin	Voices of Malice			Fair Gold Ring
His Beard Long and Fork	Voices of Malice			Huorn
Lost At Sea	Winds of Wrath			Huorn
0	0			Nandran
0	0			Persuasive Words
Turn: 5	Hand: 8	MP: 10	PD: 57	SP: 2
Vald2	Valdacli	Lesser	Guild	CIRDAN
				0
				0

Sun

, Wardens of the Woodland Realm, Merkampa at Home

, All Dead All Rotten, Doors of Night, Redoubled Force, Mordor in Ruins

, Long Winter

### UNTAP

Agent SSF at home sites untap.

### ORG

So You've Come Back on Thrir alone at Carn Dum discarded.

Bróin played at Carn Dum using Clan Bonds.

Nain no tap remove hazard, 3hroll-3x=0,fail.

Keep all alive. All move or stay at Carn Dum.

**LONG** Vald2. Long Winter discarded.

## **MOVE**

Broin, -,haven. Carn Dum.

HL2, Vald2 uses OG Sederi. Huorn x2 in hand.

HL1, Valdacli-x Sons of Kings in hand

HL1, Thg-x

Thulin, -sl,haven. Carn Dum

HL3, Vald2-x

HL2, Valdacli-x Sons of Kings in hand

HL1, Lesser-x

HL1, Thg-x

Advisor taps to play Voices of malice targeting Merkampa at Home, 9hroll-2res=7.

Remove Dragon faction influence modifier; drew third Voices of Malice.

HL3, Gulla, -dd-sl,haven. Carn Dum.

HL3, Vald2-x

HL2, Valdacli-x Sons of Kings in hand

HL1, Lesser-x

HL1, Thg-x

Tokens to Show played.

## **SITE**

**END** Durlach.Wking

TURN05 vs Valdacli

**MOVE** {avoid coastal seas against this hazard player}

Araphor, -j-bl-w,RL. Elornan Swamp

HL3, Dwarf plays Noose of the Sea. Hand(LostS,SeaSpt,WindsW)

HL2, Dwarf moves agent, first time, from Lossadan Camp to Leiri face-up.

HL0, Ardagor has Dire Wolves in hand.

Hembur, -j-bl,fh. Lond Anarion

HL2, Dwarf-x

HL1, Ardagor-x

HL1, Smg-x plays Fear Fire Foes

Gelmir taps to play Marvels Told, Noose of the Sea, Mariner supports, -2.res+1.sup+croll=auto

TURN06-1.6 {Cirdan at Grey Havens, Edhellond}

@ Carn Dum, U

U	Thulin II	6	6	5	8	ironfist	W		R	Sa	0	His Beard Long and Fork
U	Pathfinder	3	0	2	7	dwarf	W		R		2	Fizzling Torch
U	Thrir	3	0	4	7	Broadbe	W				0	
U	Gulla	4	0	5	8	ironfist	W		R		0	
U	Broin	3	0	3	8	firebearc	W	Sc			0	
U	Nain	3	2	3	7	firebearc	W			Sa	1	Call of the Desert
U	Mountaineer	2	0	2	7	dwarf	W	Sc			3	Magic Ring of Guile
T	Advisor	3	1	2	6	dwarf	W			Sa	0	

Black-mail Coat	Swift Strokes		beautiful gold ring
Liquid Fire	Twilight		Black Crows
Sea Serpent	Voices of Malice		Burglary
Swift Strokes	Voices of Malice		Darkness Ahead
0	0		Fast Asleep
0	0		Grasping and Ungracious
Turn: 6	Hand: 8	MP: 11	PD: 46
SP: 2			
Valdacli	Guild	Vald2	Lesser
			CIRDAN
			Trolls From the Mountain
			0

Tokens to Show

, Wardens of the Woodland Realm

, All Dead All Rotten, Doors of Night, Redoubled Force, Like Shreds of Cloud, Corlagon At Home, Mordor in Ruins

**UNTAP**

Agent Dror, FU, untaps at Leiri.

**ORG**

Nain taps to remove haz, 4hroll=fail.

Mountaineer transfers ring to Broin, -1.card-2ring+5croll=2.

Pathfinder transfers Fizzling Torch to Gulla, -1.card-1.item+5croll=3.

Advisor, Nain,Mountaineer,Thrir stay.

Thulin, Pathfinder,Broin,Gulla move to Tol Lamfirth with good cards in hand to play major item.

**MOVE**

Thulin, -sl-w,fd. Tol Lamfirith.

HL4, Valdacli plays OG Greed on site.

HL3, Valdacli plays Grasping and Ungracious on Thulin II

HL2, Valdacli plays Darkness Ahead

HL1, Valdacli places Trolls From the Mountains with Darkness Ahead

Advisor taps to play Voices of Malice targeting Darkness Ahead, 10croll-2.res=8.

**SITE**

Tol Lamfirith. Dunedain.3s10p

Thulin and Gulla play Swift Strokes.

Thulin, 5p+1.res+6/11sroll=17

Gulla, 5p+1.res+7/5sroll=13

Bróin taps MR Guile to cancel his strike.

Pathfinder taps to play Black-Mail Coat, taps site.

Greed passive condition.

Thulin, 2cp, Pathfinder, 3cp, Gulla 2cp. Auto since tapped. Croll, croll,croll

Broin, -2.ring-1.coat+4croll=1.

**END** Lomaw.Witchking

TURN07-2.6

{ Cirdan at Grey Havens, Edhellond, Bar-en-Ibun }

@ Tol Lamifirith, T

T	Thulin II	6	6	5	8	ironfist	W		R	Sa	1	His Beard Long and Fork	Grasping and Ungraci
T	Pathfinder	3	0	2	9	dwarf	W		R		2	Black-mail Coat	
U	Bróin	3	0	3	8	firebearc	W	Sc			2	Magic Ring of Guile	
T	Gulla	4	0	5	8	ironfist	W		R		1	Fizzling Torch	

@ Carn Dum, U

T	Advisor	3	1	2	6	dwarf	W			Sa	0		
T	Náin	3	2	3	7	firebearc	W			Sa	1	Call of the Desert	
U	Mountaineer	2	0	2	7	dwarf	W	Sc			1		
U	Thrir	3	0	4	7	Broadbe	W				0		

Black-mail Coat	Liquid Fire				Erdûr	
Blazon of the Eye	Not Slay Needlessly				Erdûr	
Corsairs of Umbar	Twilight				Great-Road	
Exile of Solitude	Voices of Malice				Keeping the Good Faith	
0	0				Risky Blow	
0	0				Risky Blow	
Turn: 7	Hand: 8	MP: 12	PD: 38	SP: 2	Slip Treacherously	
Lesser	Valdacli	Guild	Vald2	CIRDAN	Smoke Rings	
					0	

Safe From the Shadow

Tokens to Show

- , Wardens of the Woodland Realm, Lure of Power
- , All Dead All Rotten, Doors of Night, Redoubled Force, Like Shreds of Cloud, Leaving Middle-earth, All This Dwarvish Racket, Terror From the Deeps, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, Bairanax at Home, Mordor Rebuilt
- , Webs of Fear & Treachery, Arda Angered
- , Dark Designs of Mordor, War-wolves

**UNTAP**

Agent Dror FD untaps at Amon Anlug. Swarthy Sneering Fellow FD at home site

**ORG**

{ Try to play resources near Northern Waste for that Division may be next }

Nain rolls to remove hazard, 6hroll-6.base=0, fail.

Thulin rolls to remove hazard, 4hroll-6.base=-2, fail.

Advisor taps to play Voices of Malice, All That Dwarvish Racket. Ardagor, -2.res+3.croll=1.

Thulin+ move to Andoloki for major item.

Nain+ stay.

## **MOVE**

Nain, -,haven. Carn Dum

HL4, Lesser plays Slip Treacherously

Dwarf: Magic Ring of Guile, Fizzling Torch

Necro: Maranya (Hendolen makes -2.cc, -2.ring-2+6croll=2; close.)

HL3, Lesser uses OG Keeping the Good Faith

HL2, Valdacli-x

HL1, Guild-x

Thulin, -w-w,RL. Andoloki

HL4, Lesser plays Twilight on DON.dwarf, Dwarf counters with Twilight

HL2, Valdacli-x

HL1, Guild keys Thunder's Companion to WW. Giant.3s9p

Thulin II, warrior, play Swift Strokes

Thulin, 5p+1res-3x+6/7sroll=10,defeat

Pathfinder, 2p+6sroll=9,success. 5broll=wounded

Broin, 3p+9sroll=12

## **SITE**

Andoloki. AA1=drake. 1s10p

Gulla, 5p+9sroll=14.

Thulin II taps to play Black-mail Coat, taps site.

**END** Durlach.Witchking