

FELAGROG/DRAGONS

50avatar

C 8 Under-gates	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 14 characters in deck 9 starting cards 143 total cards 16.5 creatures DC: 3.char + 12.res + 12.haz
I 6 Under-deeps	
F 4 vs. Thráin	
A 1 Wilderland Division	
M 11 Lord of Mordor	
K 2 Demon Fana	

Felagrog has been cunningly building his under-deeps empire from the Iron Mountains to the White Mountains. Moria is his own. Another power has awakened. This is his old rival Sauron. News of a ring of great power lost by Sauron has been on the mind of this balrog. Also, another balrog is stirring in this part of Middle-Earth. Felagrog must make a move to claim Middle-Earth for his and kill anyone who tries to stop him.

Two ancient trolls will lead minions to search for lost treasures in the Under-Deeps. A small army will be assembled to assault Mordor from the surface. That is where the One Ring will be returned. Either by a servant of Sauron or a fool to throw it into the fire of Oroduin. That is where Felagrog will have his new realm. Strong-holds of Sauron are impregnable from below. But dwarf-holds though are a weakness. Scouts have returned with news of a hidden realm of renegade dwarves under Mordor. That is where Felagrog will gain entry to Mordor.

What I like about this deck:

Nearly all in the under-deeps. Big miscellaneous resource events. Pure Balrog deck. Surface will be covered with shadows of the dragons.

What I do not like about this deck:

Factions seem out of place. Hazard deck is slow. Great Shadow may be better for the Power Deck and have Strangling Coils now for -1 body =same for Durlach.

Resources/Hazards not found in any other minion deck = 50 non-site cards

Stabbing Tongue of Fire

Whip of Many Thongs

Cristals Of Bilak-Khald

Goblin Earth Plumb

Unique factions

Thing Stolen

A New Domain

An Evil Misfortune

Breach the Hold

Descent through Fire

Invade Their Domain

Lord and Usurper

Orders from the Great Demon

Scourge of Fire

Prone to Violence

The Iron Pit

Troll-guard

He's For Lugburz

Pride

Fear of Kin

Long Winter

Wake of War

Half an Eye Open

Brutal Commands

Failed Leadership

Withered Lands

Worm's Stench

Gnaw with Words

Wound of Long Burden

Changes From Version 07.

Broad-headed Spear removed for Troll-guard.

Orcs of the Ered Harmal ---> A Few recruits

Thing Stolen added for Dark Tryst.

Site Removed Lava-Deepes, Fuinur's Well

Sites Added Nennurad

Characters

Removed

Added

RESOURCES(40/25)

2	Iron Shield of Old	
1	Broad-headed Spear	
1	Broad-headed Spear	
1	Black-mail Coat	
1	Black-mail Coat	
1	Black-mail Coat	
1	Stabbing tongue of Fire	
1	Whip of Many Thongs	
1	Blasting Fire	
1	Goblin Earth Plumb	
*	Miner's Pick	
1	Orcs of Moria	
1	Naga-Ûlurk	
1	Ogurk-bâsh	
3	Orcs of the Uldona Spine	
1	A Few Recruits	
1	Abomination Nursed in Darkness	
1	Great Troll	
1	Cave Troll	
--	--	People Diminished
--	--	Tempest of Fire
3	Descent Through Fire	
2	Maker's Map	
1	Crystals of Bilak-Khald	
3	Roots of the Earth	
2	Breach the Hold	
1	Invade Their Domain (3MP)	
1	Lord and Usurper (5 MP)	
1	An Evil Misfortune	sp2
1	A New Domain	sp1

15-12

3	Voices of Malice	Sa
1	Crack in the Wall	Sa
1	Piercing All Shadows	R
2	Ancient Secrets	
3	Great Fissure	
1	I'll Report You	L
1	Smart and Secret	L
1	Troll-guard	pe
1	1 Obey Him or Die	pe
1	1 Caverns Unchoked	pe
1	Prone to Violence	pe
1	1 The Iron Pit	pe
1	He's For Lugburz	agent
2	Great Shadow	fana
3	Cloaked by Darkness	GS
3	Darkness Wielded	GS
2	Flame of Udûn	fana
2	Terror Heralds Doom	FU
1	Scourge of Fire	FU
1	A More Evil Hour	pe
1	Thing Stolen	
3	Weigh All Things to A Nicety	
1	Swift Onset	

*Orders from the Great Demon

*Gangways over the Fire

25-13

Dark Forges and Durang for Power Deck

HAZARDS(40/15)**21/2**

1	Agburanar at Home	free Dragon to HL		
1	Angurth at Home	nonHaven site Wild company no moving = +1 HL	doa	
1	Daelomin Ahunt	x 4-11/7	N,WH,IR,NR Do,SR,HP,BL,Da	
1	Leucaruth aHunt	3-14/7	N,WH,IR,NR Do,SR,WR,HM	
1	Khuzadrepa a Hunt	x 3-13/8	passion-of-wrath GM,WH,IH,NR,Fh Do,Eo,N	
1	Scorba a Hunt	4-10/7	Velocity of Haste	Ag, Gu, Fo Nu, Ar, Rh
1	Corlagon a Hunt	x 3-10/7	velocity-of-haste	Ag, Gu, Fo DG, NS
1	Merkampa a Hunt	x 4-12/7		
1	Turukulon	3-11/7		D(Ho,Du,En,RG,SS)
1	Khuzadrepa	x 2-15/9		D(GM,WH,IH,NR,Fh)
1	Merkampa	x 3-14/8	passion-of-wrath	D(Cy, Cl, HA, Or, Sk)
3	Watcher in the Water	animal	1 all 8 x	
3	Nameless Thing	drake		
1	Kemenloke	drake	2 1 18 5	
3	Glutan	animal, W	1 2 8 x	W/RL (Eriad/WL)
1	Demons of Agarlond	demon	1 4 9 x	
1	Black Crows	animal		

19/13

2	Doors of Night	P.env		
1	Fear of Kin	P.corr-dwarf		
3	Dragon's Curse	P.corruption-dragon		x1
3	Long Dark Reach	S.play		
3	Dragon Desolation	S.play-dragon		
3	Rumor of Wealth	S.play-dragon		
1	Summons from Long Sleep	P.play-dragon/drake		
3	Prowess of Might	P.attack-dragon		o1
3	Velocity of Haste	S.attack		x1
2	Exiled of Solitude	S.prisoner-at Home		x2
1	River	S.roadblock		
2	Threat of Many Feet	L.		o2
1	Power Built by Waiting	P.		
1	All This Dwarvish Racket	P.limit-dwarves		
3	An Unexpected Outpost			

SITES

RP	Moria			Orcs of Moria
	Under-gates			
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RP	Dimrill Dale	Info	orc	Map
Ng	Nennurad		special	A Few Recruits
EH	Quarries of Nosharud		orc	Naga-Úlurk
	Drowning-deeps	m, M	drake.2w11, CS	x
	Under-vaults	m, M	undead.3w8, Sh	x
	Under-grottos	m, ring	undead.4w7, Sh	Tongue
	Pûkel-deeps	m, M, ring	pukel.2w11, Sh	Iron Shield of Old
	Gem-deeps	m	undead.3w9, Sh	Whip of Many Thongs
	Wind-deeps	m, M	orc.3w7, Sh	x
	Rusted-deeps	m, M	drake.2w11, Sh	x
	Ruins of Kheledkhizdin-h	m, M, G, ring	trap2w9, drake2w12, CS	x
	Mines of Falek-Dim	m, M, ring	undead.3w9, Sh	Crystals
	Limestone Caverns	m, M	spiders.3w8, Sh	Roots, Breach
	Brass-deeps	m, M, ring	pukel.3w8, Sh	Great Troll
	Amber-deeps	m, M, ring	Rock.xw7, U/P	major
	Deeps of Fuinur	m, M, G, ring	undead.5w9, U/P	major
	Quartz-halls	m, M	Rock.xw6, drake.1w10	major
	Ancient	All	undead4w7, 3w8, 2w10	major
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Eo	Gaurblog Lug		orc	O of the Uldona Spine
	<i>Mines of Falek-Dim</i>			
BO	Kala-Ogurk		orc	Ogurk-bâsh
	<i>Brass-deeps</i>			
MF	Fuinur's Well	m, M	demon.1w10	x
	<i>Deeps of Fuinur</i>			
	Under-leas	m	orc.5d7, R	x
	Cobalt-Deeps	m, M	orc.5d8, R	x
	Under-caves	m, M	troll, R	x
	Vaults of Utumno	m, M, G	traps, Spawn	x
	M. Angûrath	m, M, ring	dwarf.4w10	Unchoked, Invade
	Lava-Deeps	m, M	lava.xw7, R	x
	Evefalin Cavern-Systems	m, M, G, ring	orcs.4d8, demons.2w14	Blasting Fire
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	Iron-Deeps	m, M	troll.3w9, R	x
	Sulfur-Deeps	m, M	troll.2w9, Sh	Cave Troll
	Under-galleries	Info, m, M	troll.4w9, Sh	Abomination
	Under-courts	m, M	troll.3w10, Sh	Descent

MINIONS-16

4 Balrog	10/6/8/11	W/R		Balrog	Under-gates	
3 Umagaur	9/2/7/9*+	W/Sa/D	L	Troll		+2DI.o/t-O/T, /+3DI.bs
3 Buthrakaur	9/0/8/9+	W/Sc/R	L	Troll		+3DI.o/t-O/T, /+3DI.bs
<i>Crooked-leg</i>	2/0/3/7+	W/R		orc	nonDH UD	d7
<i>Crooked-leg</i>	2/0/3/7+	W/R		orc	nonDH UD	d7
<i>Crooked-leg</i>	2/0/3/7*+	W/R		orc	nonDH UD	d7
2 <i>Troll-Chief</i>	6/0/6/9*	W	L	olog	nonDH UD	+3DI.o/t-O/T; d9
1 Gabmog	4/0/5/8+	W	L	Orc	Gaurblog Lug	d8+2DI.Orcs, +1P.dwf
1 <i>Hill troll</i>	3/0/5/7+	W		troll	nonDH UD	d7
1 <i>Hill troll</i>	3/0/5/7	W		troll	nonDH UD	d7
1 <i>Troll lout</i>	3/0/4/9+	W		troll	nonDH UD	1CP; d8
<i>Mt.Maggot</i>	1/0/3/7+	W		orc	nonDH UD	d8
<i>O-brawler</i>	1/0/3/8*	W		orc	nonDH UD	1CP; d7,8
<i>O-brawler</i>	1/0/3/8*	W		orc	nonDH UD	1CP; d7,8
<i>O-brawler</i>	1/0/3/8*	W		orc	nonDH UD	1CP; d7,8
<i>Miner</i>	2/0/2/7	W		orc	UD or SS Orc-hold;	d7, +1P.dwf +1.move
<i>Miner</i>	2/0/2/7	W		orc	UD or SS Orc-hold;	d7, +1P.dwf +1.move

starting company: at Moria

< Orders from the Great Demon > <Gangways Over the Fire>

3 Umagaur	9/2/7/9	W/Sa/D	
2 <i>Troll-Chief</i>	6/3/6/9	W	Miner's Pick
<i>Crooked-leg</i>	2/0/3/7	W/R	
<i>O-brawler</i>	1/0/3/8	W	
<i>O-brawler</i>	1/0/3/8	W	
<i>O-brawler</i>	1/0/3/8	W	

A Power Deck should have available minions if all of the non-unique characters in this deck are killed.

Brawler x3 = Veteran x3, Maggot + Miner x2 = Orc Grunt x3

Lout x1 + Hill Troll x2 = Lout x2 + Hill Troll x1

Crooked x3 = Tracker x3

This is 9 minions. Add in three high-mind balrog-specific characters from MEBA for a nice group of 16 minions. If the unique minions are killed replace with Orc-Captain, Troll-chief, Azog or Bolg, if available.

0-8 MPs-1 region;

9-16 MPs-2 regions;

17-24 MPs-3 regions;

25+ MPs-4 regions.

Demon Fana		25	6	8	11	W/R
Flame of Udûn	Balrog	25	4	11	11	W/R
Great Shadow	Balrog	31	6	6	10	W/Sc/R cancel, recycle
Master of Dread and Fear	Balrog	30	6	6	9	W/R/Sa/D +1 hand
Strangling Coils	Balrog	25	9	8	10	W/R/D untap characters

18/25 (20+5) GI used

<Gangways Over the Fire>

<Descent Through Fire (leaders +1 DI, +1P)>

#1 White-Black Roads [+9 deeps: Balrog +3; Map +2; Map +2; plumb +1; Cave +1]

Felagrog 10/6/8/11 W/R x whip, stabbing tongue, Piercing, GreatT

Buthrakaur-L 9/9/9/9 W/Sc/R 2 plumb, Crystal, Obey (+2), Map, Cave

Crooked 2/0/6/9 W/R 2 spear, coat, Map

Lout 3/0/5/9 W 0

Hill 3/0/6/9 W 2 coat, Guard

#2 Old-Grey Roads [+3 deeps: Shield +2; plumb +1;]

<Orders from the Great Demon>

Umagaur-L 9/8/9/10 W/Sa/D 3 shield old, Obey (+2), Report(-2)

Gabmog-L 4/1/7/9 W 0 Smart(-2)

Mt.Maggot 1/0/4/8 W 0

Crooked 2/0/6/10 W/R 2 spear, coat

OVERVIEW

Two-thirds of his resources are Table cards; that means you can burn the deck quickly or hold onto hazards for a big punch. You want to monopolize the under-deeps around Desert Loop and under Mordor. Try to have one company at or near the Under-gates or Moria. You also want to secure sites in the under-deeps if you are invaded. Large, strong companies will be able to play mission cards and succeed in CvCC. Moria has already been won. Sauron is a threat to your realm. You must invade him first. The goal of this deck is to play Lord and Usurper on Mines Angûrath during the Council Turns.

DEMON FANA

Felagrog will play two fanu: Great Shadow and Flame of Udûn. He will use resources using each fana.

Flame of Udûn is for CvCC, playing some missions, and playing his items alone. You may find yourself with the opportunity to use Flame of Udûn early for a devastating strike, and then discard that event when your trolls join you at the site the next turn. Terror Herald Dooms will be used late in the second deck when another dwarf-hold is invaded and a surface company is influencing factions. Any influence attempts by your characters for a turn are modified by +2. Three copies of this mana allows quick draw during the first deck and sometime midway through the second deck. You can end the game with this in play.

Scourge of Fire is a CvCC resource. Select it as a Game Point card. An untapped avatar allows the discarding of an item in the other company. Use of this event will happen early or late in the Avatar Deck.

Great Shadow is for having many minions and gathering resources. Felagrog is weaker in this fana, but gains the Scout skill. You can also recycle important resources (e.g. items, allies, permanent events). Cloaked by Darkness reduces the hazard limit by one - good for a small company avoiding hazards. Darkness Wielded is to kill big creatures (e.g. spawn) or for small companies. This will be the first fana played by Felagrog. In this fana Felagrog can tap to cancel an attack against his company. Use this event during the first deck to play two missions. Discard the fana when you need to play an item with Flame of Udun in hand.

Master of Dread and Fear will be used in the Power Decks to stay at Mines of Angûrath for a large company attacking whatever White Player will besiege him. His minions should have many CP sources so Ghash will be needed. When the threat is gone move Felagrog to Mordor. Strangling Coils will be used in the Power Decks to have many followers, higher prowess, and to have the ability to untap when in Mordor. One of his followers will influence factions. If the One Ring will be sent anywhere, then it will be to Mordor. It will be yours or no one's.

CHARACTERS

All of his characters are of the overt type. He has to be careful about uniques played by Durlach and the Dragon-lords. He has only one scout, sage, and diplomat skill among his 16 minions of six trolls and 10 orcs. There are only three unique minions – two Troll leaders and one Orc leader. There are four normal leaders. A balrog's character fetching ability will work well here. There are eight minions with a mind of two or one and four minions with a mind of 3. All non-unique characters except for Goblin-Miner can be played at any non-Darkhold Under-deeps site. This will not be an issue to play any of these minions. Goblin-Miner is more restricted to Orc-holds on the surface or in the Under-deeps. These sites include four surface sites (Wind

Throne, Goblin-Gate, Dimrill Dale, Cirith Gorgor) and three Under-deep sites (Leas, Wind, Cobalt).

Umagaur is a white Troll of the under-deeps with insight of building a power-base. He has three skills including the rare Sage among overt minions. This troll has 9-mind, normal 2 DI, a mean 7 prowess and 9 body. He is a leader with +2 DI against Orcs & Trolls and +3 DI against balrog-specific characters. Umagaur will lead a core company. He can be weakly replaced by Troll-Chief.

Buthrakaur is a rival to Umagaur, but has knowledge of all routes into and out of Moria. His skills include Warrior, Scout, and Ranger. He too has 9-mind and 9 body, but has more strength of 8 prowess. He is a leader with +3 DI against Orcs & Trolls and +3 DI against balrog-specific characters. He too leads a core company. He can be weakly replaced by Troll-Chief.

Troll-Chief is the third troll leader. He has a mid 6-mind with a stout 6 prowess and 9 body. His +3 DI against Orcs & Trolls can be valuable in the starting company to have a Troll Lout or Hill Troll follower. Discard this olog when another leader is drawn to preserve the olog for later play if needed.

Gabmog the Dimwitted was tricked into a role in the new Army away from Gaurblog Lug. He is an Uruk Leader of 4-mind that can be useful for this 5 prowess. An average 8 body though might see him dead in the first few turns. He has +2 DI against Orcs and +1 prowess against Dwarves. His weakness is forcing to be involved for any riddling in his company.

Hill Troll and Troll Lout are the two non-unique wild trolls. Two copies of Hill Troll and one copy of Troll Lout will be in the core companies. Each has 3-mind and no DI. Hill Troll has a strong 5 prowess, but low 7 body that can be helped with armor for 1 CP. Troll Lout has a lower prowess at 4, has a high 9 body, 1 CP and is discarded on a body check of 9. Give items to Hill Troll, but not to Troll Lout.

Three Orc Rangers are present that will guide the balrog to victory. Crooked-Leg Orc has 3 prowess. Crooked-Leg has 2-mind, 7 body, and discards on a 7 body check.

The remaining six Orcs are only Warriors. Three Orc-Brawlers are fodder to take drake strikes with no names. He is a 1-mind, 3 prowess, and 8 body Orc. All three start the game. Mountain Maggot has 1-mind, 3 prowess, but 7 body. He is in reserve. Goblin-miner is present in two copies. His 2-mind and 2 prowess are expensive, but he has +1 prowess against Dwarves and +1 to his company's Under-deeps rolls. He is also in reserves to help a company move.

COMPANIES

This avatar's various general influence amounts can provide numerous company compositions. Each play of a fana card will flex the general influence for specific goals.

He will start with six minions. Umagaur and Troll-Chief will control Crooked-leg and three Brawlers. Orders from the Great Demon will let the two leaders be in the same company. Split these companies to do more until the others are played. Descent Through Fire is expected to be played (+1 DI for leaders, +1 prowess for everyone). This company will start with a +1 for movement in the under-deeps from Miner's Pick. Gangways Over the Fire will let this player have each company have the ability to attempt to move to multiple Under-deep sites.

starting company: at Moria

< Orders from the Great Demon> <Gangways Over the Fire>

3 Umagaur	9/2/7/9	W/Sa/D	
2 Troll-Chief	6/3/6/9	W	
Crooked-leg	2/0/3/7	W/R	Miner's Pick
O-brawler	1/0/3/8	W	
O-brawler	1/0/3/8	W	
O-brawler	1/0/3/8	W	

#1 Yellow Road

The main company has a leader that will aid the balrog. This company may never surface. Buthrakaur will lead this company, in the guidance of the balrog, with Hill Troll, Lout and Crooked. Buthrakaur was selected as the troll so he can carry Maker's Map. Their domain is the Yellow Road to the south, which is far away.

A +5 roll to move in the under-deeps will be their strength +2.Map +1.Plumb+1.Crystal +1.CaveTroll]. This bonus to the roll can allow four movements from a Darkhaven at Limestone Caverns with rolls better than two by a bit: (6+2, 9), (6+2-1, 6), (6+2-2, 8), (6+2-3,8)

Buthrakaur will have Obey Him or Die for 9 DI. He is just at the limit for specific DI. Buthrakaur has Maker's Map. Buthrakaur controls the ally Cave Troll. He carries a Goblin-Earth Plumb with Crystals. A Hill Troll will have a Broad-headed spear and a Black-mail coat for 8/9 prowess and body. Troll-lout is unencumbered.

When Great Shadow is in play near the end of the deck only 20 GI is used out of 31. Fetch non-unique minions to boost the company size to seven. This company will help the balrog play missions or hunt heroes when the other troll company is on the surface playing factions.

#1 Yellow Road [+8 deeps: Balrog +3; Map +2; plumb +1; Crystal, +1; Cave +1]

Felagrog	10/6/8/11	W/R	x	whip, stabbing tongue, <u>GreatT</u>
Buthrakaur-L	9/9/9/9	W/Sc/R	2	plumb, Crystal, Obey (+2), Map, <u>Cave</u>
Crooked	2/0/6/9	W/R	2	spear, coat
Lout	3/0/5/9	W	1	
Hill	3/0/8/9	W	1	spear, coat

This company has two command events and Descent Through Fire providing +2 prowess and +1 body. They will play resources along the White Road under the White Mountains and the factions. This host has +3 to move in the Under-deeps from: +2.shield+1.pick].

Umagaur is in a company with another leader using Orders from the Great Demon. The White troll leads the autonomous company just as the albino troll likes it. He is a rare troll - a Sage. His company will gather factions and join Felagrog on missions when the other company is on an errand. Umagaur has Obey Him or Die for +2 DI, and has I'll Report You for +1 to prowess. His DI will then be 8 for balrog characters. Be careful which type of minion he has as a follower. Umagaur will have +5 vs. all-types and +3 vs. balrog. He will have 9 prowess and 10 body.

Gabmog has the command Smart and Secret for +1 body for everyone. His 5 prowess and 8 body will be enhanced to 7/9.

Mountain Maggot joins with his 1 mind carrying Miner's Pick for one corruption for the stout stats of 6 prowess and 8 body.

Crooked-Legged Orc is the Ranger with Broad-headed Spear and Black-mail Coat for a total of +4 prowess and +3 body to end at 7 prowess and 10 body. Now he needs a hobbit to charge.

This company of counterfeits prevent intrusion from the west by Ardagor and from the north by Durlach. When the Warlord phase starts this company will journey on a surface task to play four factions.

<Orders from the Great Demon>				
Umagaur-L	9/8/9/10	W/Sa/D	3	shield old, Obey (+2), Report(-2)
Gabmog-L	4/1/7/9	W	0	Smart(-2)
<i>Mt.Maggot</i>	1/0/6/8	W	1	pick
<i>Crooked</i>	2/0/7/10	W/R	2	spear, coat

Your two main companies are using 18 DI. No minion has a prowess less than five, except for Lout's 5 prowess. The average prowess of your eight minions is 6+. When in Great Shadow demon fana is in play you can have more minions in play for a company needing bodies for automatic-attacks. Be mindful that minions in the hog's company gain +2 CC modifiers.

There is Hill Troll and two Miners in the deck as pure reserves. There are the four low-mind orcs available if they are not eliminated early in the game.

ITEMS

The fire-maia's power comes from strength and terror. Weapons are ideal in communicating this message. With so many minions fighting and moving in the under-deeps items that support both areas are useful. Items were selected to be easily played. No greater or ring items are in the deck. Of the 12 items eight are battle-gear items.

Two Broad-headed Spears and three Black-mail Coats will arm orcs and trolls. An Iron-Shield of Old will protect Umagaur from a big strike; the item gives +2 to move, but has three corruption points.

Blasting Fire will cancel sites with nasty AA. You need to have a Blasting Fire in play ready for use invading under Mordor. You might have to play this item on the surface.

Goblin Earth-Plumb gives +1 to move to an Orc or Troll. Attach Crystals of Bilak-Khald to this item for +2 move and 2 corruption points.

Miner's Pick is a minor item with a nice +1 prowess for weak minions with less than 5 prowess, but also gives +1 to Under-deeps movement rolls. Give this item to Crooked-Leg Orc. Then attach Crystals of Bilak-Khald to it. That is an Ore playable only at Mines of Falek-Dim or The Sulfur-Deeps on an Orc bearing Miner's Pick. That minor item starts the game. Now, you need to quickly store the Ore before the bearer dies. Each untap phase a roll is made. A result less

than 5 forces bearer to make a body check modified by +2. Tap the bearer or a Sage when the Ore is at a Darkhaven to place the Ore with Goblin Earth-plumb to double any bonus.

Felagrog will have two weapons. Stabbing Tongue modifies prowess by +1 if tapping to face a strike to give a balrog his normal prowess. Victims of a successful strike have the body check modified by +1. Whips grants another +1 for tapping against a strike. In CvCC, tap this item to cancel all effects of one weapon of your choice in opponent's company for the combat.

Thing Stolen will allow playing a non-unique, non-hoarded minor or major item after influencing a faction at a Shadow-hold or Dark-hold. Expect to get this into your deck when you surface by the Bay of Ormal to avoid visiting under-deep sites for a major item lost earlier.

FACTIONS

For now you just want five factions. Orcs of Moria is good to scare heroes from your attic when no one is at the Under-gates. Keep this in the sideboard until late into the second deck. Play the faction in the last few turns of the game to discard Halls of Khazad-dûm.

Orcs of the Uldona Spine can give protection when you visit that site to obtain your 'protection' money. Be warned. This faction is close to Mordor. It is tough to play needing an 11 result (-2 for any Orc in Wilderland). But it is worth 3 MPs. Expect to have at most 4 DI available for the attempt. Hope to have Terror Heralds Doom in hand for +2 then hoping for a roll of 5.

Naga-Ûlurk is playable at a surface site in Ered Harmal. A result of 8 is needed to play this faction, which is playable at tapped sites (-2 Ogurk-bash). Its special ability provides +2 DI against A Few Recruits playable in Ered Ormal.

Ogurk-bâsh is playable at a surface site in Ered Ormal. A result of 8 is needed to play this faction, which is playable at tapped sites (-2 Naga-Ûlurk). Its special ability provides +2 DI against Snaga-hai playable in Ered Ormal.

Orcs of the Ered Harmal grants an orc influencer +2 and Uruk-hai Orcs though have -2 modifier for a roll of 10 to succeed. The home site is in Arysis, but it is adjacent to Ered Harmal.

You will play three copies of A Few Recruits early in the Power Deck while you move the other factions to Mordor.

ALLIES

Cave-troll and Great Troll are superb for a balrog. Great Troll can take a big strike at any time. Great Troll will be discarded if Flame of Udûn is played. Cave-troll is another big ally for a company without a balrog. He has 4 prowess and 8 body giving +1 to move. Since you might surface in Moria or Goblin-Gate you do not want to play spawn allies who will be discarded.

Abomination Nursed in Darkness is thing of horror. It is a non-unique Winged-overt ally. It has no movement restrictions. It has +2 prowess if at or moving to an Under-deeps or surface site and while at such a site it may always assign its strike in CvCC. The danger of this ally to its controller is one strike with 12 prowess when played. The ally has a nice 5 prowess but a low 7 body. This ally can later tap to cancel an AA at Vaults of Utûmno. Abomination also enhances the play of Great Secrets Buried There by revealing more cards. Think about playing this ally during the second deck so to keep it alive.

MOVEMENT

A few items, resources, and an ally will help you roll while moving. Only two resources may require region movement: Maker's Map. There are seven cards that provide under-deeps movement bonus: Goblin Earth-Plumb, Miner's Pick, Iron Shield of Old, Crystals, Cave Troll,

Maker's Map, balrog character. Non-balrog cards provide +8 to rolls.

Great Fissure is to cancel an under-deeps attack – any attack. Good for CvCC too. It targets and cancels any effect that would cancel an attack by a balrog's company. Or cancel an attack against a company at or moving to or from an Under-deeps site.

He's For Lugburz is an anti-agent resource and prisoner card. Either use as a permanent-event take an agent prisoner when that fails in his attack against you or use as a short-event. As a short-event tap and reveal a face-down agent or force a face-up agent to attack. Kori is the agent.

Troll-guard is a permanent-event for a non-unique Troll. Target receives -1 mind and may tap to face a strike already assigned to a leader in the company.

Caverns Unchoked will be played at the Mines of Angûrath. You need to tap an avatar or Sage to reveal this hidden site. Now, you do not need to pay the cost to reveal the site. But you still need to face the brutal Dwarf automatic-attack. There is a solution. Afterwards, play The Iron Pit, which is playable at an Under-deeps Shadow-hold or Dark-hold. Now, the site loses all automatic-attacks.

Crack in A Wall is for a Sage to tap preventing creatures being keyed to a site if the site is not in a Free-Domain. This is useful for those in the under-deeps or moving to a surface-site avoiding normal creature attacks.

Piercing All Shadows is there for late in the game when you need to move. A Ranger can tap to cancel hazard effects that return his company to site of origin or taps a site. Not many Rangers are in the deck; so play it on Felagrog since his company is the most important to move.

INFLUENCE

With so many minions you need influence to keep them in line. I'll Report You will give +1 to prowess and Smart and Secret gives +1 body, so you can have good minions for your Power deck. These command events lower your DI. Corruption is of little concern.

Obey Him or Die are for Buthrakaur and Umagaur. Mine or No One's is critical when influencing. That will mainly be used on the faction at Goblin-Gate. Either fana used in this deck keeps Felagrog below 7 DI.

Terror Heralds Doom (Flame of Udûn) gives for a turn any of your minions +2 to influence attempts.

The example companies given above assume no trophies for your leaders.

BALROG RESOURCES

There are few resources just for our fallen maia. A More Evil Hour is when a special occasion warrants you to the surface.

Ancient Secrets has the ability for the avatar to tap to discard a hazard permanent-event. This resource can shuffle two resources from the sideboard, which will help during the first and second play decks. However, there might be a chance that only one resource is available in the first deck to shuffle (i.e. Flame of Udûn).

Crowned With Storm is for CvCC. If you get trespassers at the Rusted-Deeps, Under-Leas, or on the White Road then you will collect a toll. Select it as a Game Point if you expect combat.

Scourge of Fire is a Flame of Udun event. Shuffle this card into your deck. Play the event to discard one item an opponent's company bears if the balrog is untapped and in combat. You can discard a Dwarven Ring.

MISSIONS

Descent Through Fire will boost your minions' stats. Playing it will be tough. You will use the Under-Galleries for its play. You might need to play this mission using Great Shadow as your demon fana. This will allow you to bring many minions to face the attacks. Using Flame of Udûn this is the sequence for the balrog:

Site AA:	Troll-3w10	1w12
DtF	Troll-5w8	1w12
DtF	Troll-4w10	1w13
DtF	Troll-3w12	1w14

This can be possible by an 11 prowess avatar.

Maker's Map is a great 2 MP resource needing Information sites. Dimrill Dale is the site to play this resource. Under-galleries is only the other site that has Information.

A safe, secure, clean route is needed to enter Mordor. A few events are needed. Roots of the Earth makes an adjacent site to Mines of Angûrath into a darkhaven. Caverns Unchoked will be played on the Mines to discontinue the paying the hidden site price unrevealing the site. An Evil Fortune not in play precludes Breach the Hold on Limestone Caverns to make it a simple to move between Mines and Limestones Cavernways. Invade Their Domain is the next event to play on Mines of Angûrath. Now, Lord and Usurper will be played on Mines of Angûrath. Mines of Angûrath will be made into a darkhaven using A New Domain. Any Game Points for the Warlord Phase will be Blasting Fire and A New Domain. Caverns Unchoked can be another choice to play on Under-Courts so to allow a minion at the Under-courts to move to Mount Doom in one turn.

The third deck has Felagrog completing these missions with at least one of the two other companies. Each mission requires a tapping character to keep the event in play. Breach the Hold and Invade Their Domain requires a balrog to tap. Lord and Usurper requires any character to tap. The below attack sequences assume Great Fissure, Great Troll, and Darkness Wielded are not used, but only two Blasting Fires. Darkness Wielded will be fetched to hand during the END phase on Turn 20. If Darkness Wielded is in hand before playing Invade Their Domain, then keep that short-event in hand. This then means the player will be holding four resources in hand during multiple turns: BtH, ItD, LaU, DW.

Breach the Hold	Spawn	1 15	Dwarf 4 9	Dwarf 2 12
Invade Their Domain	Dwarf	5 9	Dwarf 4 10	Dwarf 3 12
Lord and Usurper	Dwarf	4 9	Dwarf 3 10	

Breach the Hold Sequence

Move Felagrog and Umagaur to Limestone Caverns, which is now a Darkhaven with no AA against you. Use Great Shadow at least two turns before the second deck exhaustion to shuffle Troll-Chief into the playdeck from the discard pile. Fetch minions from the discard pile to have a company of eight (Orders from the Great Demon) such as two Brawlers. There will be 31 GI, which 20 will be used. Umagaur should be carrying a Blasting Fire. Move to this site from Under-Gates. GI 20/31 = (Umagaur-9, Brawler-1, Brawler-1, Buthrakaur-9)

Enter the site. The site has no AA. Breach the Hold has three attacks with a total seven strikes.

Event Attack 1 of 3: SPAWN --- 1 strikes with 15 prowess

All eight characters are untapped to start this attack. Umagaur taps Iron-shield to make this strike ineffectual.

<u>name:</u>	<u>modifiers:</u>	<u>roll needed:</u>	<u>modifiers</u>
Great Shadow	8-2+0+0=6	-	base-fana
Chief	6+1+0+0=7	-	base+descent
Brawler	3+1+0+0=4	-	base+descent
Brawler	3+1+0+0=4	-	base+descent
Umagaur-L	7+1+0+0=8	ineffectual	base+descent+(Iron Shield)
Hill-1	5+1+2+0=8	-	base+descent+spear
Hill-2	5+1+2+0=8	-	base+descent+spear
Tracker	3+1+0+0=4	-	base+descent

Event Attack 2 of 3: DWARVES --- 4 strikes with 9 prowess

All eight characters are untapped to start this attack. Umagaur, both Hill Trolls and Chief tap facing a strike.

<u>name:</u>	<u>modifiers:</u>	<u>roll needed:</u>	<u>modifiers</u>
Great Shadow	8-2+0+0=6	-	base-fana
Chief	6+1+0+0=7	2	base+descent
Brawler	3+1+0+0=4	-	base+descent
Brawler	3+1+0+0=4	-	base+descent
Umagaur-L	7+1+0+0=8	1	base+descent
Hill-1	5+1+2+0=8	1	base+descent+spear
Hill-2	5+1+2+0=8	1	base+descent+spear
Tracker	3+1+0+0=4	-	base+descent

Event Attack 3 of 3: DWARVES --- 2 strikes with 12 prowess

Four characters are untapped and four are tapped. Both Brawlers tap to face an attack. Assume each is wounded.

name:	modifiers:	roll needed:	modifiers
Great Shadow	$8-2+0+0=6$	-	base-fana
Chief-L	$6+1+0-1=6$	t	base+descent+tapped
Brawler	$3+1+0+0=4$	8	base+descent=wound
Brawler	$3+1+0+0=4$	8	base+descent=wound
Umagaur-L	$7+1+0-1=7$	t	base+descent+tapped
Hill-1	$5+1+2-1=7$	t	base+descent+spear+tapped
Hill-2	$5+1+2-1=7$	t	base+descent+spear+tapped
Tracker	$3+1+0+0=4$	-	base+descent

Of eight starting characters: two are wounded and four are tapped. Tap the avatar to keep the site in play. Return to Limestone Caverns if any are wounded or have been removed from the company.

INVADE THEIR DOMAIN SEQUENCE

A fully-healed company of eight characters should be available for this mission. Invade Their Domain is the hardest of the missions. You need to take risks here. Three more attacks of 12 total strikes await the invaders.

The dwarf-hold has a horrendous AA of 4 beards with 10 prowess. This should be canceled by a Blasting Fire. Ensure one is in the company. Use an avatar card to untap the balrog after he taps using Great Shadow to cancel an attack. Great Shadow cannot be tapped after all the attacks so to keep the event in play. This means that 12 strikes must be taken by seven characters, which implies five characters must face two strikes.

Event Attack 1 of 3: DWARVES --- 5 strikes with 9 prowess [1s13p]

Use Darkness Wielded on this attack if available to let Hill Troll not tap to face the lone strike of 7 prowess. Else Umagaur, Brawler, Chief, a Hill Troll, and Tracker do not tap when facing a strike. Let Umagaur take his strike last. If only one of the other four minions is no longer untapped after facing a strike, then use the Iron Shield to make ineffectual the strike. Assume Tracker and Brawler are removed from play after failing the strike. The other three defeat their own strikes, else the other Brawler must face a strike of the next attack.

<u>name:</u>	<u>modifiers:</u>	<u>roll needed:</u>	<u>modifiers</u>
Great Shadow	8-2+0+0=6	-	base-fana
Chief-L	6+1+0-3=4	5	base+descent-notap
Brawler	3+1+0-3=1	8	base+descent-notap
Brawler	3+1+0+0=4	-	base+descent
Umagaur-L	7+1+0-3=5	4	base+descent-notap
Hill-1	5+1+2-3=5	4	base+descent+spear-notap
Hill-2	5+1+2+0=8	-	base+descent+spear
Tracker	3+1+0-3=1	8	base+descent-notap

Event Attack 2 of 3: DWARVES --- 4 strikes with 10 prowess [1s13p]

Six characters remain. All are untapped. Chief and both Hill Trolls do not tap when facing a strike. Umagaur taps Iron Shield to make ineffectual his strike. Assume Chief and one Hill Troll fail their strikes.

<u>name:</u>	<u>modifiers:</u>	<u>roll needed:</u>	<u>modifiers</u>
Great Shadow	8-2+0+0=6	-	base-fana
Chief-L	6+1+0-3=4	6	base+descent-notap
Brawler	3+1+0+0=4	-	base+descent=killed
Brawler	3+1+0+0=4	-	base+descent
Umagaur-L	7+1+0+0=8	ineffectual	base+descent+(Iron Shield)
Hill-1	5+1+2-3=5	5	base+descent+spear-notap
Hill-2	5+1+2-3=5	5	base+descent+spear-notap
Tracker	3+1+0+0=4	-	base+descent=killed

Event Attack 3 of 3: DWARVES --- 3 strikes with 12 prowess [1s14p]

Six characters remain with two wounded or worse. Four characters are untapped. Brawler, Umagaur, and Hill Troll tap to face a strike. Assume the other Brawler is killed.

name:	modifiers:	roll needed:	modifiers
Great Shadow	$8-2+0+0=6$	-	base-fana
Chief-L	$6+1+0-2=5$	w	base+descent-wounded
Brawler	$3+1+0+0=4$	-	base+descent=killed
Brawler	$3+1+0+0=4$	8	base+descent=killed
Umagaur-L	$7+1+0+0=8$	4	base+descent
Hill-1	$5+1+2+0=8$	4	base+descent+spear
Hill-2	$5+1+2-2=6$	w	base+descent+spear-wounded
Tracker	$3+1+0+0=4$	-	base+descent=killed

Brawler is killed or discarded. Tap the avatar to keep the event in play. Try to have Great Troll in play to take multiple strikes. Chief and both Hill Trolls faced two strikes. Umagaur faced three strikes. Each Brawler and Tracker faced the other three strikes.

Redhorn Gate	S	Moria	felagrog	Orcs
Redhorn Gate	R	Dimrill Dale	felagrog	Orcs
Underdeeps	S	The Under-leas	felagrog	Orcs
Underdeeps	R	The Under-grottos	felagrog	Orcs
Underdeeps	S	The Under-gates	felagrog	Balrog
Underdeeps	R	The Gem-deeps	felagrog	Undead
Underdeeps	R	The Pûkel-deeps	felagrog	Pûkel-cre:
Underdeeps	D	The Sulfur-deeps	felagrog	Trolls
Underdeeps	D	The Under-courts	felagrog	Trolls
Underdeeps	D	The Under-galleries	felagrog	Trolls
Eorstan	S	Gaurblog Lug	felagrog	Orcs
Underdeeps	R	Mines of Falek-Dim	felagrog	Undead, c
Underdeeps	S	Mines of Angûrath	felagrog	Dwarves
Underdeeps	R	The Limestone-Caverns	felagrog	Spiders
Underdeeps	R	The Amber-Deeps	felagrog	Rock Fall
Underdeeps	R	Deeps of Fuinur	felagrog	Undead
Underdeeps	S	Evefalin Cavern-Systems	felagrog	Orcs
Underdeeps	R	Quartz-Halls	felagrog	Rock Fall
Underdeeps	R	The Brass-Deeps	felagrog	Pûkel-cre:
Ered Ormal	S	Kala-Ogurk	felagrog	Orcs
Nurad	R	Nennûrad	felagrog	Opponent
Ered Hamal	R	Quarries of Nosharud	felagrog	Rock Fall

SITES

With so many MP resources to play you need to carefully plan when to tap a site. There are enough sites for playing major items that you can play each major item at a different site. Information sites in the Under-Deeps are rare. Sites were selected to stay east of The Iron-Deeps. Thus, each of the sites south and east will be used including a surface-site.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
2	0	0	12	0	4	3	21

None of your 21 sites are shared, but one. Other avatars may trespass. The surface has 6 sites and the Under-deeps has 15 sites. Ruins count to 12, Shadow-holds, 4, and Dark-holds 3. Site attack types include Drake (1), Demon (1), Dwarves (1), Orcs (5), Trolls(3), Pûkel-creatures(2), Giants (1), Rock Fall(3), Spiders(1), and Undead(3). One site is hidden, another contains a hoard, and three are Ancient Dwarf-ruins.

Maker's Map will be played on the surface at Dimrill Dale. Beware, that Information sites are rare in the Under-deeps and as surface sites. The single strike 6 prowess Orc attack is weak. Mines of Falek-Dim has major items and Undead attacks. Play Crystals there. The Undead 3 strikes with 9 prowess attack is tough. Sulfur-Deeps can be tapped to play a Cave Troll. Do not worry about sending that Dark-hold to the discard pile since you can reach Under-Courts from Mines of Falek-Dim. It has an easier Troll 2 strikes with 9 prowess attack.

The Gem-deeps and Pûkel-Deeps should give items during the first two decks – maybe a balrog item and Iron-Shield of Old. Gem-Deeps has Undead 3 strikes with 9 prowess. Pûkel-Deeps has a tough 2 strikes with 11 prowess attack. Under-Grottos will yield a balrog weapon. Ignore Under-leas with its detainment Orc 5 strikes with 7 prowess attack.

You will play Descent Through Fire at Under-Courts to keep Under-Galleries untapped later for the spawn ally. Courts has a Troll 3 strike with 10 prowess attack. Galleries has a Troll 4 strike with 9 prowess. Caverns Unchoked will be played on Mines of Angûrath to keep it in play. It has a Beards 4 strikes with 10 prowess attack. Later, Invade Their Domain happens at the site. Preparation is done at Limestone Caverns making it a darkhaven with Roots of the Earth. Breach

the Hold is later played on that site to reduce the move to Mines to zero. That site has a Spiders 3 strikes with 8 prowess attack.

Move as far as you can to Quartz-Halls to play major items. That Ruins has Rock Fall and Drake attacks. Evefalin-Cavern Ways is worse with detainment Orcs and a Demon attack. Play Blasting Fire at this Shadow-hold. Deeps of Fuinur have a tough Undead attack and major items. Adjacent to that is Amber-deeps with its Rock Fall attack and major items. Brass Deeps has a Pûkel attack of 3 strikes with 8 prowess and Great Troll, which is easy for a balrog to reach from Limestone Caverns. Avoid the Lava-Deeps.

Several surface sites will be tapped. Orcs of Moria and Gaurblog Lug are obvious sites. Three other Orc factions are played in either Nennurad or Ered Harmal or Ered Ormal.

This resource strategy will lead you away from the sites under Angmar and away from Durlach. Just keep an eye open to successfully play the major items at a surface site. Ancient Deep-hold can give more chances to play resources. You might want to keep it untap unless you need that site to attack Durlach or Ardagor. If you do send a company to punish a competitor, then you might have to play items. Play Ancient Deep-hold under the dwarf-hold nearest to another minion player threatening a Power Deck slot.

MARSHALLING POINTS

C=8 You have many minions. Two are 3MP minions. Both should be in play. You have five 1MP minions; two should be in play. Troll-chief is reserved; he is worth 2MP.

I=6 There are many items worth MP; most are 1 MP. With so much fighting expect to discard many items. That means you will expect to have five items in play: Iron Shield, both balrog weapons, and two of the six major battle-gear items.

F=4 Five factions will be played. Expect Uldona Spine and Orcs of Moria survive.

A=1 Two troll allies are in your deck. Expect one to be killed.

M=11 There are six events that yield these MP. You need to play Descent Through Fire, Roots of the Earth and Breach the Hold, Crystals, Maker's Map. That is 11 MP.

K=2 You want to cancel creatures, which means you may not gain much Kill MP. Darkness Wielded can make kills simple by reducing a creature attack to one strike.

GAME POINTS: Mine or No Ones, Scout resources for Great Shadow

WILDERLAND DIVISION

This is an odd division for you. You are the only Grey Player. Khamûl and Mouth are too busy in Mirkwood to bother you. However, each may play resources at Goblin-Gate and Sulfur-Deeps. You need to remind them who is the Hog. Azog is just a Zog - nobody really. He too may play resources at Under-Leas and Wind Throne – both sites suitable for a quick attack from you. Try to influence a resource at Mount Gundabad before it is a Warlord's Lair. Prone to Violence will let you combat another minion player.

Radagast and Thranduil should not bother you. Galadriel may if you venture to the surface at Dimrill Dale, in Rohan, or Gap of Isen. She may bring those barking ents. Lord Thráin is your mortal enemy. He has been spotted in caves around Middle-Earth. He is surely seeking a way to reclaim his mines. Will it be the Glittering Caves? Mines of Falek-Dim or Wind-Deeps? Send Umagaur's company to fight the delving dwarves. If many dwarves appear, usually the case, than play Great Shadow to bring reinforcements with Felagrog.

GREY PLAYERS

You are fighting for one of three slots against three dragons and another balrog. Do not

expect all three dragons to secure a slot. That means you need to be aware of Durlach's progress. Attack him if ventures from under Angmar or from Illuin. So if a company travels to the Rusted-Deeps or Under-Leas then you attack. In case you are not in position to secure a slot and all dragons are secured, you need to go wrym-hunting. Use the Wind-Deeps to visit Smaug's minions and Cobalt-Deeps to visit Throkmaw's minions. You can surface at Mirror Halls to attack Lomaw. Send Buthrakaur.

Be careful with fighting on the surface: Umagaur's company can have up to 12 MP. Buthrakaur's company can have up to 12 MP.

THE ONE RING

You do not need gold to secure Master of Middle-Earth. However, you felt a Power recently that may have awoken the One Ring. It did awaken the dragons of the north. If you are near the surface and those events are in play that allow region movement and then attack the company of the Ringbearer if held by a hero and he is not challenged. Else ignore it. If the One Ring is found by Sauron, then you need to visit Mordor double quick. You need to have the dwarf-hold a haven by Turn 25. Move to the surface on Turn 26. The next turn allows the avatar to move to Mount Doom.

THE BALROG - Warrior/Ranger Balrog (C)

[DI: 6, P/B: 8/11; Home Site: The Under-gates]

Unique. Manifestation of Balrog of Moria. Discard all other manifestations of Balrog of Moria when this card comes into play. +3 to the roll for his company to move between adjacent Under-deeps sites. The Balrog's prowess is only modified by -1 when not tapping to face a strike. His prowess is modified by +2 when tapping to face a strike. He may not have any followers and may not use region or starter movement.

Play of factions for Power Deck:

RP Dimrill Dale A Few Recruits Moria
Orcs of Moria Moria

A Few Recruits
A Few Recruits

Nu Nurniag Camp Snaga-hai

FIRST DECK

Until Felagrog comes into play you want to play as many items as possible. Start at Under-Gates so to draw cards when moving to Moria. Play Maker's on the surface. Then move to towards to the Sun-lands to play major items. You need to tap Umagaur to reveal a site under Mordor. When the avatar is played tap him to access the sideboard.

Turn 4 tap avatar to shuffle Descent Through Fire.

Turn 5 tap avatar deposit 5 resources from the sideboard into the discard pile.

Turn 6 Deposit six mode resources – no tapping needed.

Now you should have tapped Under-Grottos, Gem-Deeps and Pukel-Deeps for items
Turn 7 Tap the avatar to shuffle Caverns Unchoked. Great Shadow is played. Move the avatar and Umagaur to Under-Galleries to play Descent Through Fire. There should be at least +5 to move. Therefore, the company may move to Under-Courts then to Under-Galleries. At the end of the turn shuffle a Great Fissure from the discard pile using Great Shadow and shuffle the event into the playdeck.

Turn 8 tap to deposit five resources from the sideboard, then move avatar's company to Mines of Angûrath. Untap with avatar card. A sage or avatar must tap to enter the site. Play Caverns Unchoked at this dwarf-hold. If Caverns Unchoked is not in hand then move directly instead to Limestone Caverns. Shuffle Darkness Wielded using Great Shadow.

Turn 9 Move to Limestone Caverns to play Roots of the Earth to make it a darkhaven.

Turn 10 tap to shuffle Flame of Udûn; all move to Under-Gates.

Buthrakaur's company should have +4 to move (Map, plumb, Miner). He needs to play Maker's Map. You can play Cave Troll at Sulfur-Deeps after Felagrog is under Mordor. Keep the dark-hold in play so Felagrog can reach Under-Galleries for the mission event. Umagaur can play Crystals too in this deck. Only Under-courts are left to be tapped this far north.

Your companies may be isolated from much of the Under-deeps at the end of the first deck, but that is your goal. When the second deck begins, you have untapped sites. Place at least two characters in the sideboard for easy playing next deck. Expect to exhaust on Turn 10 with everyone at Limestone Caverns.

The quantity of cards shuffled into the first deck will be astounding (e.g. ~22). The avatar taps 2x to place 10 cards into the discard pile. Avatar taps another 3x to shuffle a cards for him or needs him to tap. Another six will be shuffled, which are all fana-specific.

Consider using Weigh All Things to shuffle vital resources in the discard pile or Great Fissure.

An Unexpected Outpost shuffles *Prowess of Might* x3. You want to keep your dragons alive with a body boost.

First Exhaustion

Remove from the sideboard 5 hazards: *Dragon's Curse* x3, *Covetous Thoughts*, *Velocity of Haste*. These hazards will punish those with corruption by adding it or preventing support.

Place these resources in the sideboard: unneeded demon fana, 1,2,3 mind characters.

SECOND DECK

Turn 14 shuffle Breach the Hold and two Orc factions by Turn 16. Play Breach the Hold as Flame of Udun no later than Turn 17. Turn 18 tap to shuffle Invade Their Domain. Play the Iron-Pit on Mines of Angûrath to remove the automatic-attack.

Turn 11-13 will have Felagrog at Roots of the Earth haven. He will keep Great Shadow in play until its abilities are no longer needed by Turn 13 or if a weapon of his is drawn. Felagrog can join with Umagaur at Brass-Deeps to play Great-Troll. Now, play Flame of Udun to visit Lava-Deeps for a balrog weapon. While waiting for the Warlord Phase, consider using Prone to Violence to CvCC one of Dwar's or Hoarmûrath's companies so to weaken it for your future Mordor invasion. Evil turns on Evil. About 25 MPs should be earned by this player at this time for four region movement.

He returns to Limestone for healing if wounded or engages in combat the following turn. If Felagrog moved to a non-surface site for his first combat, then he must return to a surface site the following turn for combat. Consider tapping to shuffle low mind characters and Lord and Usurper so to draw LaU sooner into the third deck. Expect to exhaust on Turn 18.

Umagaur will move to Amber-Deeps to play a major item before faction building. Several resources are acquired from the sideboard in a timely manner to get these events in play for the right order. First, he moves to Gaurblog Lug using Under-deeps movement to play its Orc faction. Now, he moves further southeast to Kala-Ogurk to play its Orc faction. Finally, he returns northwest to Quarries to play an Orc faction. A simple move to the The Limestone Caverns heals everyone all in five turns. Be at Limestone Caverns no later than Turn 20.

Consider using Under-deeps movement if you can make the rolls. This company has +3 to rolls. From Gates, reaching Mines of Falek-Dim needs a 5 & 4 roll in three movements. Reaching Brass-Deeps is three rolls (BtH = 0) needing then a 7. Maybe visit Quarries first from Mines of Falek-Dim. If you tap that site now, then just hope for a good roll from Brass-Deeps back to Limestone Caverns.

Buthrakaur's goal is to tap Quartz Halls, Evefalin Cavarn-systems, Deeps of Fuinur and Fuinur's Well for items. Turn 11 he reaches Quartz Halls for a major item. Next, on Turn 13 he moves to Evefalin Cavarn-systems when Flame of Udun is away playing an item. Then, he moves to Deeps of Fuinur for a major item, which is conveniently adjacent to Under-Courts. That Dark-hold will be tapped on Turn 17 playing the ally Abomination Nursed in Darkness. Move away from the tapped site to reach Under-gates. Turn 18 exhausts refreshing the sites. His company should have +5 to move.

The second deck exhausts with Flame of Udun at Limestone Caverns, Buthrakaur at Under-gates, and Umagaur at Quarries.

The quantity of cards shuffled into this deck will be high (e.g. ~15). The avatar taps 4x to place 4 cards into the discard pile.

Consider using Weigh All Things to shuffle Great Fissure or Darkness Wielded.

An Unexpected Outpost shuffles *Foe Beyond Any of You* x3. This hazard will tap a strong character when the deck is thinner.

Second Exhaustion

Remove from the sideboard 4 hazards: *Exiled of Solitude* x3, *Hard to Tame*.

Place these resources in the sideboard: 4 characters.

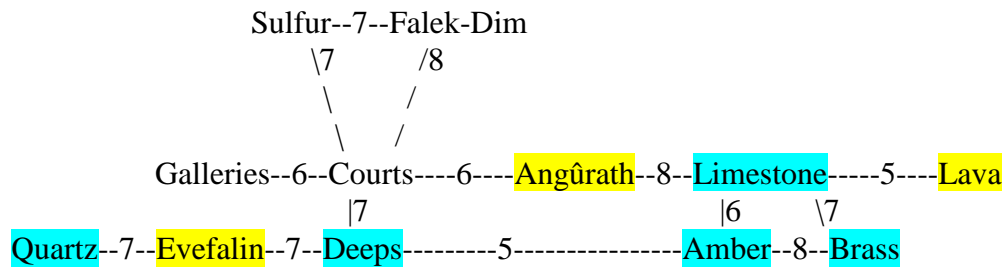
Third Deck

Play the factions, conquer a dwarf-hold, and guard Moria.

Turn 19 shuffle Lord and Usurper by tapping the avatar if not already. Move him to Under-gates first while Buthrakaur CvCC at Moria. Switch sites between these two for Turn 20. Turn 21 has Felagrog returning to Limestone Caverns hoping to have Great Shadow in hand. Buthrakaur plays Orcs of Moria on Turn 22 or later, then CvCC until the end.

Umagaur joins Felagrog at Mines of Angurath to play the missions if only Great Shadow is in play, else to heal at Limestone Caverns. Play A New Domain on Turn 24 or sooner.

Move using under-deeps movement all factions to Mines of Angurath by Turn 24.



	Felagrog	Umagaur	Buthrakaur
1	x	Gem(spear)	crooked
2	x	Pukel(Old Shield)	hill t
3	Grotto(Tongue)	Moria	tracker
4	Ugates [sb]	Falek(Crystals)	balrog
5	Ugates [sb]	<i>balrog</i>	t lout
6	Ugates [sb]	<i>balrog</i>	DDale(Map) buthrak
7	GS Galleries-(Descent)	<i>balrog</i>	Ugates maggot
8	GS Angûrath-Unchoked)	<i>balrog</i>	Sulfur(Cave) gabmog
9	GS Limestone-(Roots)	<i>balrog</i>	Ugates crooked
10	GS Limestone	<i>balrog</i>	<i>balrog</i>
Exhaust			
11	GS Limestone	Amber(major)	Quartz(major)
12	GS Brass-(Great Troll)	<i>balrog</i>	Limestone
13	GS Limestone [sb]	<i>balrog</i>	Evefalin(blasting)
14	GS Limestone [sb]	<i>balrog</i>	Fuinur(major)
15	FU Lava-(Whip)	Gaurblog Lug (orcs)	Limestone
16	FU Limestone [sb]	Arysis(orcs)	DeepsF(major)
17	FU Limestone -(Breach)	Kala-Ogurk (orcs)	Courts(Abomination)
18	FU Limestone [sb]	Quarries (orcs)	Ugates
Exhaust			
19	FU Ugates	Limestone	CvCC
20	FU Moria	Limestone	Ugates
21	FU Limestone	<i>balrog</i>	CvCC
22	GS Angûrath-(Invade)	<i>balrog</i>	Moria (Orcs of Moria)
23	GS Angûrath-(Usurper)	<i>balrog</i>	CvCC
24	GS Limestone	Limestone	CvCC

SIDEBOARD MANIPULATION [tapping from avatar card use]; send to playdeck

- 4 Descent Through Fire
- 5 [Abomination, oUldonaSpine, Obey, **Iron Pit**]
- 6 (Scourge of Fire, Cloaked by Darkness x3, Darkness Wielded x3)
- 7 Caverns Unchoked
- 8 x [Recruits, Swift Onset, A New Domain, oMoria]
- 9 Roots
- 10
- 13 **Breach**
- 14 Naga-Ulurk
- 16 Ogurk-bâsh (**Terror Heralds Doom x2**)
- 18 **Invade**
- 19
- 20 Lord and Usurper
- 22

HAZARDS

The Balrog will team up with his friends from the old days. Dragons will once again bring death and destruction. There are 3 dragon creatures, 5 a hunts and 2 at Home dragons. Protect them from powerful groups. Hazard events targeting regions will not hinder you much since your movements are mostly in the under-deeps.

Hero Ruins & Lairs with two Wilderness in site path (Dragon Desolation). 72 sites out of 411

Geann a-Lisch		Annúminas	Dimrill Dale
Stone-circle		Bar-en-lbûn	Lind-or-Burum
Tharagrondost		Barrow-downs	Buhr Widu
The Stones		Bernastath	Caraas Amarth
Cairn of the Colruh Hazurbal		Dead Man's Dike	Dale
Haudh-in-Gwanûr		Eldanar	Long Marshes
Quarries of Nosharud		Giant's Isle	Tower of the Wolf-frien
Poison Rock		Isildur's Tomb	Caves of Úlund
Achrond		Lond Daer	Dancing Spire
Amon Anlug		Lossadan Cairn	Gold Hill
Ei Missa		Ost-in-Edhil	Irerock
Kylmätalo		Ruined Signal Tower	The Lonely Mountain
Linnarthurras		Telpëmar	Thundercleft-Khuzadre
Orod Certhas		Tharbad	Sonondor's Mound
Canadras		Thaurung	Cor Angaladh
Adan Tomb		The Riddle Caves	Mountains of Mirkwoo
Celeb-Ost		The White Towers	Osgiliath
Elgaer		The Willow Dingle	Long Peak
Lar-huz		The Worthy Hills	Norr-um - Ando-anca
Mirror Halls		Weathertop	Steel Fall
Nan Morsereg		Gondrings Lair	
Númenórean Tomb		Turukulon's Lair	
Ostigurth		Daeron's Pool	
Tol Ringurthur		Cirith Helalokai	
Zayandaur			
Collarmount			
Hollow Spire			
Tomb-fields of Makaburini			

CREATURES-21

Nameless Thing is the critical creature for the under-deeps. You will not have much chance to play it, but Coastal Seas may see it. Place one with Summons from Long Sleep.

Kemenloke is another drake. It has 2 MP for one strike with 18 prowess and 5 body. It hates light and playable against a company using Under-deeps movement. Thus, dungeons are a new site that is not safe. Bearer's of Dwarven Light-stone, Noldo Lantern, Star-glass or Fizzling Torch must be assigned a strike but has +4 prowess. This creature cannot be duplicated in a given movement/hazard phase.

Watcher of the Water is an animal found in Double Wilderness and Coastal Seas. Since it attacks every character it has a high chance of surviving.

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. Use it as an event to fetch a hazard you played as a creature this MOVE phase. This can get that not common or uncommon Dragon creature back to hand for next turn.

Glutan are specific to Eriador or Wilderland with additional limitations. This dual creature (animal/wolf) may be keyed to any Wilderness region (by name or type) and to Ruins & Lairs in these regions. This will overlap 12 turns. The creature is somewhat weak at 2 strikes with 8 prowess (same as Light-drake). But there are many more enhancers. Full Froth and Rage with Wake of War makes the creature 3 strikes with 11 prowess.

Demons of Aglarond are keyed to a few sites, but Doors of Night can expand the range to Gap of Isen. Its rarity is supported by its tough four strikes with 9 prowess. There is only one copy of this creature in the deck. Use it against any beard visits Glittering Caves.

The non-Home dragon manifestations were selected for having a 7 body. Prowess of Might can increase the body or hazard events can bring a dragon that a company was not expected. Thus, that company is less likely to be prepared to kill. Five of these 8 dragons have 7 body.

Two Home Dragons will help with your hazards. One dragon bothers Lomaw and Smaug in Withered Hearth. The other bothers Throkmau and Scatha in the Grey Mountains.

Agburanar allows a dragon to be played against each company not counting against the HL. This is the most important manifestation in the deck. You can find a spot to play Rumour of Wealth allowing another dragon to be played during the site phase.

Angurth increases the HL by one for each non-moving company at a non-Haven in Wilderland. Characters will hide at home with all the wyrms roaming, hunting, or stalking.

Three dragon creatures have a wide range and stats. Maximize their use to wound forcing character to burden others and add to the hazard limit. The creatures were selected due to their distant lair or special ability. Khuzadrepá was selected for this +2 prowess against dwarves. Turukulon can bother a Dwarf-lord in Hollin, and Merkampa is the least useful in other decks. But he can bother a white player that bothers you in the Ered Harmal.

Turukulon will hunt those around the Misty Mountains Southern Spur. Noisy dwarves will be sought. He can bother three Divisions. Doors of Night expands from Turukulon's Lair to Dunland, Hollin, Enedhwaith, Redhorn Gate, and Southern Spur and non-haven, non-Free-hold sites. Low stats of 11 prowess and 7 body should be enhanced or avoid armed characters. Three strikes though can ensure survivability. This wyrm should not be saved for the Warlord Phase with expectation of large number of beards moving as one. Summons From Long Sleep and Prowess of Might makes this creature 14 prowess and 8 prowess equal to Lomaw, Gostir, and Merkampa. Velocity of Haste adds a fourth strike at 11 prowess that surely will target a low prowess victim. You may want to add Dragon's Desolation to this attack for 13 prowess.

Khuzdrepa is a tough winged cold-dragon from Withered Hearth. He can target any company with his two strikes of 15 prowess and 9 body. His home is Thundercleft with hunting range in Grey Mountains, Withered Hearth, Forrhun, Iron Hills, and Northern Rhovanion. Use his +2 prowess against dwarves. He chooses defending characters. Think about not using stat enhancers with him. Prowess of Might modifies to 16 prowess and 10 body.

Merkampa is a tough Cold-Dragon from the south. His home is Poison Rock. His 3 strikes of 14 prowess with 8 body is respectable. The ability to choose defending characters is nice if played using an event. Doors of Night extends his range to Chy, Clyan, Heb Aaraan, Orgothraath, and Siakan. This can protect you when playing Orc factions on the surface.

Five Hunt Dragons will blanket the surface. Eriador will be the area for **Scorba**, **Corlagon**, and **Turukulon**. Scorba Hunt and Corlagon Hunt normally target Forochel, Angmar and Gundabad. DON Scorba Hunt reaches to Arthedain, Rhudaur, and Numeriadon. Scorba Hunt selects defending characters with his four strikes of 10 prowess with 7 body. Use Velocity of Haste on him for two additional strikes with no body. Corlagon Hunt normally targets Dragon Gap and Northern Spur with his three strikes of 10 prowess with 7 body. Doors of Night extends that to Anduin Vales, Everdalf, and Talath Uichel. These three manifestations will bother any dwarf leaving Numeriadon and moving westward towards Iron Hills by the way of Northern Waste, Gundabad, High Pass, or Redhorn Gate. Only Corlagon Hunt with Doors of Night in play is useful on a dwarf moving east to Moria from the Iron Hills.

The remaining manifestations devastate a dwarf moving west from Iron Hills no matter if moving through Forrhun to reach the Northern Waste, Narrows, Mirkwood, or Dagorlad. The dragon manifestations severely punish those on the Men-i-Rhun or those going around it either through Narrows or Southern Rhovanion.

The Iron Hills itself has three: **Leucaruth Hunt** with her three strikes of 14 prowess and 7 body, **Daelomin Hunt** with her four strikes of 11 prowess and 7 body selecting defending characters, **Khuzdrepa** with his three strikes of 13 prowess and 8 body selecting defending characters,

Moving into the Northern Waste through Forrhun will encounter Khuzdrepa Hunt. Withered Heath has Khuzdrepa Hunt, Leucaruth Hunt and Daelomin Hunt.

Going due west is the River Running plain with Northern Rhovanion. Khuzdrepa Hunt, Leucaruth Hunt and Daelomin Hunt roam there.

Bypassing the forest by the north is not a better idea with Grey Mountains and DON Khuzdrepa Hunt. The Narrows has DON Khuzdrepa, Leucaruth Hunt and Daelomin Hunt.

Mirkwood is dangerous with Heart of Mirkwood and Woodland Realm affected by DON Leucaruth Hunt.

Going south will enter Southern Rhovanion with DON Leucaruth Hunt and DON Daelomin Hunt. From there lies Horse Plains, Dagorlad, and Brown Lands all under the gaze of DON Daelomin Hunt. Only Southern Mirkwood brings safety.

Visiting relatives at Nurunhizdin requires moving through Dorwinion. DON Khuzdrepa Hunt, DON Leucaruth Hunt and DON Daelomin Hunt go there too. Eorstan may attract DON Khuzdrepa.

~~The Iron Troll is unique. He is keyable to Shapal Udun and Azjan. Do not expect that to be useful. Normally, he is keyable to Dark Domains and Dark holds. The ability to be keyed to any Under deep Shadow hold is useful. The single strike 16 prowess attack will tap anyone and likely wound. The 7 body is a worry. Minions Stir is used by Bolog for 2s17p7b~~

Creatures

- FH:
- BH:
- RL:
- SH:
- DH:
- 3 UD: Nameless

-
- FD:
 - BL:
 - W
 - WW Watcher
 - SL
 - SLSL
 - DD
 - 6 CS Nameless Watcher
-

Eriador	Turukulon(Cirdan, Elrond, Gandalf, Balin, Ardagor, Dark) Scorba(Witchking) Daelomin(Necromancer)
Northern Waste	Scorba(Evermist), Corlagaon(Throkmaw) Khuzdrepa(Throkmaw, Smaug, Lomaw, Dain, Alatar) Leucaruth, Daelomin (Lomaw, Dain)
Wilderland	Scorba(Azog), Bairnax(Azog, Radagast) Daelomin(Khamual, Thranduil) Khuzdrepa(Thrain)
Gondor	Khuzdrepa(Vidugavia, Uvatha, Dwar) Daelomin(Vidugavia)

e.g. Scatha DON dragon creature
 e.g. Scatha a hunt natural regions
 e.g. Scatha a hunt DoN regions

1	Dunland/Enedhwaith	Turukulon		
1	Hollin	Turukulon		
1	MM S Spur	Turukulon		
1	Redhorn Gate	Turukulon		
1	Arthedain		<u>Scorba</u>	
1	Rhudaer		<u>Scorba</u>	
1	Numeriadon		<u>Scorba</u>	
2	Forochel		<u>Scorba+Corlagon</u>	
2	Angmar		<u>Scorba+Corlagon</u>	
2	Gundabad		<u>Scorba+Corlagon</u>	
1	MM N Spur		Corlagon	
1	Dragon Gap		Corlagon	
1	Anduin Vales		<u>Corlagon</u>	
1	Everdalf		<u>Corlagon</u>	
1	Talath Uichel		<u>Corlagon</u>	
-	Foroviakain			
-	Taliath Oiohelka			
2	Forruhn	Khuzadrepá	<u>Khuz</u>	
3	Dorwinion		<u>Khuz</u>	<u>Daelomin</u> <u>Leucaruth</u>
1	Eorstan		<u>Khuz</u>	
2	Southern Rhovanion			<u>Daelomin</u> <u>Leucaruth</u>
1	Horse Plains			<u>Daelomin</u>
1	Brown Lands			<u>Daelomin</u>
1	Dagorlad			<u>Daelomin</u>
4	Northern Rhovanion	Khuzadrepá	<u>Khuz</u>	<u>Daelomin</u> <u>Leucaruth</u>
4	Iron Hills	Khuzadrepá	<u>Khuz</u>	<u>Daelomin</u> <u>Leucaruth</u>
4	Withered Heath	Khuzadrepá	<u>Khuz</u>	<u>Daelomin</u> <u>Leucaruth</u>
2	Grey Mountains	Khuzadrepá	<u>Khuz</u>	
3	Grey M Narrows		<u>Khuz</u>	<u>Daelomin</u> <u>Leucaruth</u>
1	Woodland Realm			<u>Leucaruth</u>
1	Heart of Mirkwood			<u>Leucaruth</u>
-	Western Mirkwood			

HAZARD EVENTS-32

Not including the two balrogs, the dragon manifestations will bother half of the players.

Base cards-2

You have 2 copies of **Doors of Night**. There are no other Environments in the deck.

Corruption & Dark Enchantment-4

Dragon's Curse is played when characters is facing a strike from a dragon. The hazard is corruption and dark enchantment. The strike's prowess is modified by -1. Target receives 2 corruption points and makes a check at the end of his untap phase. A sage in the company is needed to remove the hazard.

Fear of Kin are for Dwarf-Lord's wearing a Dwarven Ring or carrying a greater item and has at least 7 SP. The CP of the item is decreased by two and adds 3 SP. A roll is made adding his mind; if greater than his SP then either the highest non-follower dwarf moves to another site or the Dwarf-lord must move.

~~— Echoes of Song is a short event either forcing a stage event or a corruption check. Then the card is removed from the game. You will want the corruption check, but make it just right.~~

Main Theme-18

Your main hazard theme is to have heroes face your dragons and be punished by them.

Dragon's Desolation with Doors can have any Ruins with one Wilderness in its site path visited by a Dragon. Else the site needs two Wilderness. Or a Dragon attack has its prowess modified by +2.

Rumor of Wealth gets a dragon creature to a Ruins that is not a Dragon's Lair after the play of a major or greater item. The dragon will not count against the hazard limit.

Long Dark Reach will let you see what is on the top of your play deck, but to also have a chance to play a creature if the company moves through a Wilderness. The remaining cards are placed at the top of the deck allowing you to know what to expect.

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. This can allow you to hold events in hand such as: Dragon's Curse, Prowess of Might, and Velocity of Haste

~~— From the Pits of Angband will recycle dragons and drakes at the end of each turn. Either a unique Dragon manifestation or one Drake hazard is shuffled into the play deck including Dragon factions. Doors of Night else allows to take the creature to hand.~~

Prowess of Might modifies a Dragon attack by +1 prowess and +1 body. Or an attack by Scatha is modified by +2 prowess and +2 body. ~~You have Scatha's creature hazard. Scatha creature has 9 body and Hunt has 8 body.~~

Velocity of Haste gives a Dragon attack one additional strike with no body. Else a manifestation of Scorba receives two additional strikes with no body. Scorba creature has three strikes and Hunt has 4 strikes. Both choose defending characters so this hazard is best against a large company.

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. This hazard is in the sidebar awaiting the play of many Home hazards. Then it is possible to discard a character with many followers and permanent events.

~~— Foe Beyond any of You must have a unique hazard with a prowess of 11+. It does not count~~

against the HL. All strikes are given to a leader or one with the highest prowess. Expect this character to have 7 prowess. Each excess strike modifies the target's prowess by -1. This hazard can keep the creature alive.

Threat of Many Feet allows keying creatures to the site of origin. This allows you to use Dragon's Desolation. This is a long-event.

River is a short-event that will stop companies without a Ranger. A Ranger must tap to have a site phase and some Rangers are the strongest in the company.

Power Built by Waiting will be there to provide one more to the hazard limit allowing a short-event to enhance a dragon attack.

Secondary Theme 2

~~The Sun Shone Fiercely is an Environment Long event. Orcs, Trolls, Dwarves, and Ringwraiths suffer -1 prowess if not at nor moving to or from an under-deeps site. Doors of Night not in play changes the modification to -2. Your minions will be affected, but so will Lord Thrain, Bolg, and Khamual the Ringwraith. But you will be in the under-deeps for the first 16 turns. Play the event tactfully during the Warlord Phase to punish Lord Thrain more than you. Discard it if not useful. Shuffle it with An Unexpected Outpost.~~

Support Cards-1

All This Dwarvish Racket will explode the hazard limit for dwarf companies.

Utility-3

Outpost is a staple. Try to recycle the dragons with it.

			Summons	+Might	+Curse
1	Turukulon	3-11/7	3.13/7	3.14.8	3.13/8
1	Khuzadrepa	x2-15/9	2.17/9	2.18.10	2.17/10
1	Merkampa	x3-14/8	3.16/8	3.17/9	3.16/9

HL: 4 (creature, desolation,might,curse)