

ARDAGOR/ORC TRIBES

50avatar

C	8	Creb Druga	<u>RESOURCE DECK/HAZARD DECK</u>
I	7	Cardolan	40 cards in R. deck, 25 cards in sideboard
F	5	vs. Balin	40 cards in H. deck, 15 cards in sideboard
A	1	Eriador Division	14 characters in deck
M	6	Factions	8 starting cards
K	5	Tribal Orcs	142 total cards
			18 creatures
			DC: 11.char + 19.res + 20.haz = 50

A spawn of the under-world and Angmar has been sent loose on Eriador. The Witchking has promised Eriador to Ardagor A new winter has arrived. Harvests will be ruined by Spring freeze or Autumn hail. First, he must rid Eriador of the infestation of dwarves. Cardolan first will fall. That land must be made into tales of terror to haunt the living. A bit eastward to the Misty Mountains and Gap of Rohan will be the domain for the half-troll. Ost-en-Edhil will be overrun and any lost rings of lesser power will be found. Knowledge of their making will be learned by the intelligent and crafty counterfeit.

Treasures of elves and dwarves will be stolen or found. Maps of the realm without stars must be found. A Ring of Power lost by a dwarf-king during the war with elves in another age is rumored to be in Eriador. Troll packs will be formed from the wild trolls of Rhudaur. They will be shock troops. Tribes of orcs fleeing from the War of Dwarves and Orcs will be put under the heel of the new Warlord of Eriador.

Ardagor is a Warlord - a Grey player Warlord avatar. He will lead many trolls over land and in the Under-Deeps to kill dwarves. He will not dedicate himself too much in the Under-deeps since a fire demon has been spotted under Moria. Ardagor will lead the company to the Under-deeps using Far Below the Deepest. He can surface in Angmar if he is weak and wounded. Another company will influence factions and find a Dwarven Ring.

Near the end of the second deck, factions will go to war and attack the Blue Mountain Dwarf-hold, This avatar does not have issues playing minions since many are non-unique trolls. This avatar seems fun to play for his out-of-the-way Lair, mixing Underdeep movement with CvCC. Most of his sites will be Ruins. He may bother the Dwarf Minion player to steal the slot for the Power decks. The hazard deck is troll creatures and their ability to cause havoc.

This explains the deck changes from the 40-player practice game.

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Anguirel replaces Bloodspike to help Durlach gain items on the surface. This switch did happen after the first deck of the practice game.

Both Burning Rick, Cot, Tree cards and Unquenchable Flames were removed to let the player gain MPs elsewhere. A Foul Paste removed.

+

x3 Of Which They Were Made and Lore of the Rings replaces

x3 Test of Fire and Secrets of Their Forgings. The trolls will store the gold rings until that stage event is played on the avatar.

That Has Been Before Tonight added to access Lond Daer for tapping or Ostelen for ring testing. Knowledge of Their Making could be used to enter Lond Daer.

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The hazard deck has Orc and Wolf creatures. Minions Stir and Pit Trap now in the deck. Visits to Goblin-Gate or Carn Dum will be lethal. Yes, Tidings of Bold Spies included. <laugh here>

Waylaid, Wounded, and Orc-dragged will take hobbits prisoners..maybe to Lond Daer. Rather not to Carn Dum. I want an attempt to be made. I guess to Creb Durga so to cause movement in double Wilderness. Now only one copy of Short Legs Are Slow and No Way Forward. Both are permanent-events. Politics added.

+

The characters had change. I wanted to move away from smart trolls (half-troll or black troll) since what troll would take orders from a loose half-troll? I also wanted to maximize the use of wild trolls. Araudagul and Brutal Retinue were replaced by two Old Trolls. This will force effort to gain trophies for +2 direct influence. I did keep Troll-chief, but that minion will only be played if the avatar is eliminated. Dorelas was sent to the Necromancer deck to be replaced by another copy of Orc Shaman.

+

Some site changes were made. I want this avatar to be in central Eriador. He visits Arthedian for three sites, but could play wolf allies at two others. I want him to visit Aden's Secret Medical Library for Records Unread. I thought about giving this player Grishmogh or Crebain from Dunland (especially if an Indur spirit-mage) joins. If so, then a troll faction goes to Witchking while Orcs of Angmar goes to Bolg. I think about this a lot of the consequences of minor changes.

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

Anguirel

Dwarven Ring of Thrár's Tribe

Helm of Illusions

Olga-wama

Unique factions

Far Below the Deepest Delvings

Legendary Stair

Sack Over the Head

Lore of the Rings

Olog Power

Terror of Cardolan

Knowledge of Their Making

Of Which They Were Made

No Way Forward

Redoubled Force

Short Legs Are Slow

Legacy of Carcaroth

Memories Grown Dim

Left Behind

Pierced by Many Wounds

Two or Three Tribes Present

Where the Wargs Howl

RESOURCES (40/25)		
*	Helm of Illusion	sg1
2	Iron Shield of Old	
1	Olga-wama	
4	Anguirel	
2	Black Mace	
1	Dwarven Ring of Thelor -minor	
2	Magic Ring of Fury	
2	Minor Ring	
2	Trifling Ring	
2	Gold Ring Sauron Fancies	
1	Thrall-ring	
1	Blazon of the Eye	
1	Foul-paste	
1	Records Unread	
1	Cave Trolls	
2	Hill Trolls	
2	Stone Trolls	
1	A Few Recruits	
1	A Few Recruits	
1	A Few Recruits	
3	War-Warg	
1	Cave Troll	
2	Maker's Map	
1	Sword Master	
2	Knowledge of Their Making	sg2
1	That's Been Heard Before Tonight	
		14/14
		S20

3	Down Down to Goblin Town	
3	Diversion	
3	Bold Thrust	W
3	Voices of Malice	Sa
1	Wisdom to Wield	Sa
3	Far Below the Deepest	deep
1	Legendary Stair	deep
3	Of Which They Were Made	heal
2	Foul Trophies	pe
1	Grond	pe
1	Cavern's Unchoked	pe
1	Olog Power	pe
1	Mace-master	pe
2	Collar of Spikes	pe
1	Sack Over the Head	pris
3	Weigh All Things to a Nicety	
1	Filled with Fury	spirit4
1	Swift Onset	muster
1	Lore of the Rings	sg1
1	Terror of Cardolan	sg1
*	Warlords Lair	sg1*
1	Warlords Lair	sg1
*	Whispers of Rings	
		26/11

3	Hobgoblins	orc	1	2	10	x	WW
3	Orc-Patrol	orc	1	3	6	x	rl,sh,dh W,SL,DD
3	Orc-Battalion	orc	2	3	7	x	dh DD
3	Wolf-Riders	orc-S	1	3	8	x	orc keyed to region
3	Dire Wolves	wolf	1	4	8	x	WW, SL
3	War-Wolves	wolf-S	1	2	8	5	wolf aa, +2P.orc region
3	White wolves	wolf	1	4	9	4	xCS in NW
1	Caran-Carach	wolf	3	1	14	7	SLSL, DD

19/3

2	Doors of Night	P.env	
1	Twilight	S.env	
1	Fear of Kin	P.Lord	x2
1	Politics	P	
1	All This Dwarvish Racket	P.limit-dwarves	
1	Diminish and Depart	P.InfluencX	
1	Minions Stir	L.creature-orcs/trolls	
3	Pierced By Many Wounds	S	o111
2	Two or 3 Tribes Present	S	
1	Ambush		
1	Imprisoned and Mocked	P.	
2	Waylaid Wounded OD	P.prisoner.hobbit	
3	Where the Wargs Howl	S.play-orc	
1	Legacy of Carcaroth	P.recycle-wolf	
1	Redoubled Force	P.site	
3	Left Behind	S.isolate-attack	x111
1	Memories Grow Dim	P.	x1
1	Short Legs are Slow	P.roadblock-hobbits	x2
1	No Way Forward#	P.env-roadblock	x2
1	Call of the Deep	S.roadblock	x2
1	Pit Trap		
3	An Unexpected Outpost		
			21/12

SITES

Nu	Blue Mountains	m, M, G, ring	dwarf.4w10	*	
Ar	Tol Lamfirith	m, M	dúnedain.3w10		Grond-dwarf
Ar	Hostel of the Sisters	m#, M#	dún.3w10		Foul Paste
Sh	Bywater	Info, m, M-hero	hob.5w5, dun.2w11		Sword Master
Sh	Michel Delving	m	hobbit.7w4, elves.3w9		Grond-dwarf
Sh	Sackville	m	hobbit.5w5, dúnedain.3w10		Grond-WK
Sh	Tuckburrow	m, M*	hobbit.6w6, dúnedain.3w10		Grond-WK
Sh	Aden Secret Library	Info, m%	hobbit.3w5, dúnedain.2w10		Records Unread
<hr/>					
Ar	Bree	Info, m, ring	dun.xd7	*	
GI	Helm's Deep			*	
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Nu	Andoloki	m, M, ring	drake.1w10	*	
Ar	Annúminas	Info, m, M	undead.4w7	*	
Ar	Weathertop	Info	wolf	ally	
Ar	White Towers	Info	wolf	ally	
Ca	Barrow-downs	m, M	undead	Few Recruits	
Ca	Tharbad	m	man	Few Recruits	
Ca	Worthy Hills	Info	men	Maker's Map	
Ca	Bar-en-Ibûn	m, ring	dwarves	<i>hidden-</i>	
Ca	Lond Daer-p	m, M, G, ring	undead.3w8	Ring Sauron Fancies	
OF	Willow Dingle-sw,H	Info, m	plant.1w12	*	
Rh	Ettenmoors	m	troll.1w9, wf.2w8	Hill Trolls, Stone Trolls	
Ho	Telpëmar	Info, m, ring*	men, trap*	Ring Sauron Fancies	
Ho	Ost-in-Edhil	m, ring	wolf	ally	
dg	Ostelen	Info, m, M, ring	traps.2w11	test gold ring	
En	Isildur's Tomb	Info, m	animals	Few Recruits	
En	Ruin Signal Tower	m, M	spider	*	
GI	Isengard	m, M, ring	wolf	Knowledge of Their Making	
Ad	Stones	m, M, G	pukel.2w9	Black Mace	
EC	Isle of the Dead Live	m, M, ring	undead	*	
ud	Ruins of Nogrod	m, M, G, ring	traps.4w10, SH	Iron Shield of Old	
			Blue-11, Drowning-11, Caves-11		
ud	Ruins of Belegost	m, M, ring	rock fall3w8, SH	Anguirel	
			Blue-11, Drowning-11		
ud	Drowning Deeps...Blue	m, M	drake.2w11, CS	+	
			Blue-3, Nog-11, Bele-11, VU-8, RT-9		
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Ca	Creb Durga		orc, troll	+	
ud	Under-caves	m, M	troll	Cave-Trolls	
		Nog-11, Gem-7, Gates-6			
<hr/>					
Grond					

MINIONS-10

15-2-4-2-2

Ardagor	9/3/6/9+	W/R/Sa	Htroll	sp	+2P.orcs; +5DI.Trolls.	
1 Bûrat	4/0/5/8+	W/Sc	Troll		surface Ruins	+1P.dwarves
1 Ognor	4/0/4/8*	W/Sc	Troll		Creb D, Ettenm	+2P.ents/plants
1 Murtag	5/0/5/9+	W/R	wild		DH UD	+2DI.troll
1 Wûluag	4/0/5/8+	W/R	Troll		surface Ruins	+1P.dwarves
1 <i>Forest Troll</i>	4/0/4/8*	W/R	troll		RL in W	1CP
2 Rugrul	6/1/4/7+	W/Sa	Olog		Carn Dum, EM	
1 <i>O-Shaman</i>	4/0/3/7*+	W/Sa	orc	sp	any Orc-hold	
1 <i>Horseman</i>	4/2/3/7+	W/D	man		nonDH UD	+1DI.factions
1 <i>Troll-Lout</i>	3/0/4/9*	W	troll		nonDH UD	1CP, d8
1 Tûma	4/0/6/8+	W	Troll		surface Ruins	+1P.dwarves
2 Ulkaur	5/0/6/9*+	W	Olog	L	Barad-dûr	1CP; d9; +2DI.o/t, O/T
1 <i>Old Troll</i>	4/0/5/9	W	troll		nonDH UD	+1 DI, -1 CC
1 <i>Old Troll</i>	4/0/5/9	W	troll		nonDH UD	+1 DI, -1 CC
<i>Brutal Retinue</i>	2/0/4/9	W	htroll		WL Lair	
<i>Henchman</i>	2/0/4/7	---	troll		troll-hold	

starting company: at Creb Durga

<Whispers of Rings><Warlord's Lair-sp1><Helm of Illusions-sp1>

2 Ulkaur	5/0/6/9	W
1 <i>O-Shaman</i>	4/0/3/7	W/Sa
1 <i>Troll-Lout</i>	3/0/4/9	W
1 <i>Forest Troll</i>	4/0/4/8	W/R
1 Ognor	4/0/4/8	W/Sc

Ardagor-W 9/15/10/10 5 ht DR, Map

14/18 GI	Hand-8	Mind-32	
#1 Red	Caves	[CvCC, rings] +5UD.rolls	
Ardagor-W	9/11/6/9 W/R/Sa/D	1 ht illusion, Map, Sword	[spirit]
Bûrat	3/0/8/8 W/Sc	3 T mace, Master	
Murtag	5/0/5/9 W/R	2 T iron shield	
Tûma	3/0/10/8 W	2 T angui-rel, Power	[-3 body]
#2 Black	Creb	[Sage, factions] +0UD.rolls	
Ulkaur-L	4/4/6/9 W	3 O thrall-ring, y1	
Wûluag	4/0/7/9 W/R	2 T GR.fury	
<i>Horseman</i>	4/4/3/7 W/D	2 m eye, minor	[+3DI.factions]
#3 White	Under-Caves		
Rugrul-L	6/4/4/8 W/Sa	2 T trifling, olgawama	
<i>O-shaman</i>	4/0/3/7 W/Sa	0 o	

OVERVIEW

This Warlord is a Grey Player. No proud dwarf, weak man or orc maggot will defeat him. Ardagor will focus on gathering trolls and an army to destroy the Blue Mountain Dwarves. Frequent trips to Free-holds is a major threat to this player.

TERROR OF CARDOLAN

This avatar is a normal Warlord. He will be mobile in the under-deeps. He will use spirit-magic only during faction battles. With his mobility he needs modifiers to his DI for followers. His normal DI against Trolls is 8. **Helm of Illusion** is his specific-item granting +3DI and the Diplomat skill. That 11 DI will be used to control three unique trolls and a Henchman. Ardagor will have a ring special item for 8 prowess. His 9 body is nice. This will leave the avatar with 2 CP. His normal skills of Warrior, Sage, and Ranger will be frequently needed. The Diplomat skill granted from the helmet is not needed.

Lore of the Rings will allow the Sage avatar to make a CC after testing a gold ring item in his company. Also, late in the game **Wisdom to Wield** will be played and kept in play by this stage event. Discard Helm of Illusion. Now, the avatar has 15 DI, 10 prowess, and 10 body with a dwarven Ring of Power.

Give him **Swordmaster**. He is a Warrior and Sage, thus he can use a shield and a two-headed weapon or two one-handed weapons. This event will be vital for the Power Decks.

The avatar's hatred for orcs is evident in the character selection: only one of the minions is an orc. **Terror of Cardolan** will allow the playing of allies at tapped sites with a company size of two or less. You do not expect to have such a company, so this may not be that useful or have allies requiring untapped sites. But you do get a stage point with the corruption bonus to Ardagor's followers. These three stage resources provide 3 SP. **Knowledge of Their Making** is another 2 SP for 7 SP. Use this event to ~~No roll from Call to Arms will discard this event. A roll of 3+ will allow fetching a faction.~~

CHARACTERS

This Troll-Lord has recruited men, orcs and trolls to his cause. There is only one non-overt minion: Horseman. There are eight unique minions; and four minions have a mind greater than four. There are only two sages in all the minions. There are two half-trolls, one olog-hai, and ten wild trolls. This player has Warrior, Ranger, and Sage skill cards. The strategy is to have strong Warriors for combat, Rangers to move, Sages to play Voices of Malice. The avatar has 18 GI.

Ognor is a Hill Troll from Creb Durga and Ettenmoors. He is a recruit from the High Fells with the Scout skill. A 4-mind is high for a troll with a low 4 prowess and 8 body. He does have +2 prowess against Ents and Awakened Plants. Ognor does not have a slot in any company, but can replace any other 4-mind troll turned to stone. He starts the game.

Tûma, Wûluag, and Bûrat are family of Hill Trolls no mother can love. Each has 4-mind and 8 body from any non-Under-deeps Ruins & Lairs. Each has +1 prowess against Dwarves. Bûrat is the Ranger with 5 prowess. Wûluag is the Scout with 5 prowess. Tûma is the dumb troll, only a Warrior, with 6 prowess. If two or three of them are in the same company, then the mind of each in that company is reduced by one. Anyone can tap to untap another in the same company. These three will be in the avatar's core company – someone needs to have the brains.

Ulkaur the Tongueless is an olog from Barad-dur. He is present to start the game as a 9 body

and 6 prowess bully. He is a Leader, but carries one corruption point. He has +2 DI against Orcs and Trolls so he is limited in having followers. He stays in play for the entire game since his home site is far away.

Rugrul is another olog, but this time from Carn Dum and Eithel Morgoth. But he is a Sage learned from the sorcerers of the cold. He discards on a 7 body check. His 6 mind comes with 1 DI and 4 prowess with a rise a +1 prowess and body if at a surface or under-deeps site. He is a leader but not considered a leader when a Troll has a higher mind is in his company. Tap him to take a Lost Knowledge card to hand from discard pile.

Murtag is a Wild Troll under the mountains. This 5 mind Warrior Ranger is a great asset with 5 prowess and 9 body. He is better with +2 DI against Trolls and discards on a body check on of 8. He is weaken not at a surface or under-deeps site with -1 to prowess and body. His company receives +1 to movement rolls in the Under-deeps.

Old Troll is a wild troll with much fighting experience from any non-Under-deeps Ruins & Lairs. He is a useful Warrior with 5/9 stats and +1 DI against Orcs and Trolls. He does carry the desire to have his own way so that is shown in his 1 corruption point. A trophy and Thrall-ring can allow him to control Troll-lout or a second trophy to control Forest Troll. One copy starts the game to acquire trophies. Ulkaur has Trifling Ring to control the Shaman away from Ardagor.

Forest Troll is a rare non-unique wild troll with two skills. His Ranger skill is valuable – gained from trekking between the few large forests of Eriador. He has 4-mind with a low four prowess and 8 body. He is similar to Ognor. Forest Troll has +1 prowess against Ents and Awakened Plants, but discards on a body check of 7 and carries one corruption point. His homestead is any non-Lair Ruins & Lairs. There is a spot for him in the starting company and in a core company.

Troll-Lout is a Warrior troll from any Dark-hold. He will be a body guard for a core company as a 3-mind follower using his 4 prowess and 9 body. He does have 1 corruption check and discards on a body check of 8. He starts the game as a bodyguard.

Horseman of the Night is a non-unique Man recruited for personal gain. He is a 4-mind Warrior/Diplomat with 2 DI. But his 3/7 stats are low. He is in the starting. He has +1 to influence attempts against factions. Expect this character to be eliminated due to body checks.

Orc-Shaman is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold means is playable at Creb Durga. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to give this Uruk the ability to use Shadow-magic this turn. He has +2 to his CC resulting from magic resources. He will be in a starting company staying at Creb Durga avoiding the rage of the avatar.

Brutal Retinue is the bodyguard for a War-lord. He is a half-troll ready to serve his master even to death. He is just 2 mind for a massive 4 prowess and 9 body. He cannot start the game and only be control by a War-lord's DI. This non-unique minion is a Warrior with the special ability to be discarded to cancel a strike against the War-lord. Brutal Retinue is only found at the War-lord's home site. Bring this troll into play if DI is available.

Troll Henchman is a Mountain-troll dumber than rocks. His 2-mind is easy to control for a strong 4 prowess and low 7 body. But he has no skill. Only such copy of this minion can be in a company for each Troll Leader and/or avatar in the company. His company's size is +1 for purpose of playing and interpreting resources. His special ability is key. If at a Free-hold in a

region adjacent to the regions affected by Grond, then Grond affects that site. This will be vital at Blue Mountain Dwarf-hold.

COMPANIES

The starting company will be at Creb Durga with Warlord's Lair. Forest Troll is a W/R troll. He will take Ognor to play items. *Troll-Lout* and Ulkaur will play the factions and play gold rings. Shaman starts so to play Sage events. Keep him safe at Creb Durga keeping Warlord's Lair in play. Whisper of Rings will be a starting resource. Helm of Illusion is a starting stage event to play on Ardagor when he is played. Stay within two regions of Cardolan with these minions.

<i>starting company:</i> at Creb Durga		
<Whispers of Rings><Warlord's Lair-sp1><Helm of Illusions-sp1>		
2 Ulkaur	5/0/6/9	W
1 <i>O-Shaman</i>	4/0/3/7	W/Sa
1 <i>Troll-Lout</i>	3/0/4/9	W
1 <i>Forest Troll</i>	4/0/4/8	W/R
1 Ognor	4/0/4/8	W/Sc

Ardagor will lead the Red Company with a magic ring wearing Helm of Illusions, reading Maker' Map ~~with the command event Call to Arms~~. He will control three trolls with 11 DI. He has a base 3DI and 5DI against trolls. The helmet grants +3DI. Magic Ring of Fury and the Dwarven Ring grant +2 prowess.

The unique trolls controlling mind will be reduced with more than one in the company. Bûrat has Black Mace is also a Mace-Master to help others stay untap. The mace provides a normal +3 prowess. This means that attacks with 1, 2, or 3 strikes are affected. Murtag will have Iron Shield of Old for 2 CP. Tûma will have Anguirel for 10 prowess, but must make a CC after each attach when he faces a strike. He has 3 CP. Olog-power is bestowed on him for having such a high prowess.

Henchman is included as a first-line attacker and to use Grond, so play the Henchman when you surface. Brutal Retinue can be played instead early in the game. This company will be in the Under-Deeps and in CvCC with dwarves. Long distance under-deeps movement is not expected. You might have to surface when under Angmar. You do not expect to travel more than three sites from the Under-Caves or beneath Angmar. They will have +6 to under-deep movement rolls. Acquire trophies with these rock-heads and heal using Of Which They Were Made.

#1 Red	Caves	[CvCC, rings] +6UD.rolls
Ardagor-W	9/11/6/9 W/R/Sa/D	2 ht illusion, Map, Sword [spirit]
Bûrat	3/0/8/8 W/Sc	3 T mace, Master
Murtag	5/0/5/9 W/R	2 T iron shield
Tûma	3/0/10/8 W	2 T anguirel, Power [-3 body]

The Black Company has Ulkaur with Thrall-Ring and a trophy for 6 prowess and 4 DI. He will control Wûluag. Ulkaur will have three corruption points and can be lost to be replaced by Old Troll. Wûluag is more important with his Ranger skill and he will have +2 prowess with a Magic

Ring of Fury. His 7 prowess will be strong. Horseman is under GI bearing Blazon of the Eye and Minor Ring. As arrayed as this the Man has 4 DI and another 3 DI against factions.

This company uses 8 DI. This company will play factions and any resources while the avatar is under stone. Going Ever Under Dark will decrease the hazard to two. Horseman has enough DI to control a troll. Region movement reduction will not bother this trio since A Few Recruits need a non-surface site Ruins.

#2 Black	Creb	[Sage, factions] +0UD.rolls			
Ulkaur-L	4/4/6/9 W	3	O	thrall-ring, y1	
Wûluag	4/0/7/9 W/R	2	T	GR.fury	
Horseman	4/4/3/7 W/D	2	m	eye, minor	[+3DI.factions]

The White Company has Rugrul controlling Orc-Shaman. Shaman will play Voices of Malice. Rugrul has Trifling Ring and Ologa-wama with a trophy for 4 DI and 8 body. These two will stay at Under-Caves unless Creb Durba is vacated by everyone else. Use the leader with Shaman because: 1) keep this useful Olog alive; he is needed for the Power Decks, and 2) allow the Black company to join either company.

#3 White	Under-Caves				
Rugrul-L	6/4/4/8 W/Sa	2	T	trifling, olgawama	
O-shaman	4/0/3/7 W/Sa	0	o		

Orcs are discarded if in Ardagor's company at the end of the organization phase. There is only one orc in your deck, which will be away from the avatar.

There are extra minions. Two Brutal Retinues are in reserve. Ognor or Old Troll can be played later to replace Forest Troll. These three trolls are the first to replace any of Bilbo's Trolls once fallen or stoned. There are only two Sages in the deck.

ITEMS

There is a range of items: battle-gear, food and rings. **Helm of Illusion** will be played on Ardagor. The helmet grants him the Diplomat skill, which is useless. Counterfeit will not be played on this half-troll. However, the +3DI is nice.

A greater item **Black Mace** will be found for a prowess boost. The item carries three corruption points.

Iron-Shield of Old grants +2 to under-deep movement rolls and lets you survive a tough strike at the cost of three corruption points.

Ologa-wama is a 1 MP special item. Also it is a Jewel and Armor giving +1 body to a maximum of 8. The special ability of the item is attaching non-armor minor items he control to this item during the Organization phase. Now, the item gives zero corruption and +1 DI against Man factions playable at sites in Rhudaur, Cardolan, and Dunland, and against Man characters with home sites in these regions.

Anguiel is the main weapon with +4 prowess and no maximum. It is 4 CP to a minion or overt bearer. Bearer must make a CC after each attach when bearer faces a strike. Tûma will bear this item and have 3 CP, so this will not eliminate him. These two under-deep items will be tough to time in playing. Play the shield late in the first deck. You might have to visit the surface site of the site to play Anguiel during the second deck instead of moving in the under-deeps.

Foul Paste will heal your trolls after using Diversion. Under-deeps movement will place you away from a darkhaven. This can be enough to win in combat against Dwarves or gain a trophy. **Blazon of the Eye** will aid in gathering factions since there are no faction resource events. **Records Unread** can either untap a Shadow-hold or make Information playable there. Use this item to move to Blue Mountain Dwarf-hold from an adjacent site. Yet, this item can be used in the first deck to visit the hidden swamp site in Rohan to play a gold ring item. No other site in Eriador requires Lost Knowledge to visit. You can untap Creb Durga with this item.

Thrall-ring is a minor item that helps controlling a character and reducing the mind of another. You will play three special ring items late in the deck. **Gold Ring that Sauron Fancies** is your gold ring item of choice with its dwarven ring value of 8+. **Trifling Ring** controls minions and Minor Ring is used to influence factions. **Magic Ring of Fury** will aid any Warrior. The rings will be tested using Lore of the Rings. You need to play the lesser rings and a **Dwarven Ring**; use Whispers of Rings to have these ready to play. Then you will need to draw the testing event. Wisdom to Wield will be played in the Warlord Deck. Use the Dwarven Ring of Power to fetch minor items like Foul Paste.

Token to Show will allow the storing of resources during the site phase, but you have no such resources. All the items can be played close to your home sites except the under-deep items.

FACTIONS

Your main goal is to play many factions and attack with them. Swift Onset is in the deck to be ready for the Warlord Phase. You will need two decks to play the troll factions, Hill Trolls and Stone Trolls, at Ettenmoors. A Few Recruits is a front-line faction to take the first assault. Cave Trolls will be played at your home site. That means there will be three weak factions and three strong factions. You will need all the help to influence these factions. Blazon of Eye grants +2 to any faction influence checks.

Hill Trolls needs to be played in the first deck, so Stone Trolls can be played in the second deck. Hill Trolls need an attempt of 10 (Stone Trolls +2). Stone Trolls need an attempt of 11 (Black Trolls +2).

Cave Trolls is playable at one of your home sites – having a Troll attack. That means to play the faction near the end of your first deck, so the discarded tapped site is only missed for a few turns. Cave Trolls need an attempt of 8 (Balrog +3, Olog-hai +2). You can discard this faction to grab a Troll ally from the discard ally. Also, you can tap the faction to grab from the sideboard Gangways Over the Fire or Grond.

Play A Few Recruits near Cardolan for quicker marshalling when the FvFC begins. An attempt of 9 is needed (Leader +2).

Horseman with Minor Ring and Blazon of the Eye will have +7 to attempts.

ALLIES

War-wargs will be the bodyguards for your weak minion. They are playable at wolf-holds at Ruins&Lairs. There are four such sites near Creb Durga. **Collar of Spikes** is a permanent-event for wolf allies or a Noble Hound. This dual resource gives -1 body to all strikes against. Facing a strike from defeated creature gives the ally the warrior skill.

Terror of Cardolan will allow you to play the allies at tapped sites with size two companies or with the avatar, but there are plenty of wolf-holds in Eriador. One will be played on Shaman and another on Ardagor. Try to play the third copy on Horseman after his first ally is no longer in play. Else play it with the Red Company for use in CvCC. Play the allies in the second deck.

Cave-troll is a big ally. He has 4 prowess and 8 body giving +1 to move to adjacent Under-deeps site. He is playable at tapped or untapped Under-deep sites with a Troll attack. This will likely be Under-Caves. Iron-Deeps and Sulfur-Deeps are options. You want to play Cave-Trolls faction first, tap the faction to grab Grond, discard faction to grab this troll ally to play during the first deck. Then move away from the Under-Caves to discard the site to play the faction during the next deck.

MISSIONS

There are missions for your trolls. **Maker's Map** is a nice event to help you move in the under-deeps. Its 2 MP is nice too. It requires Information. Play it on Ardagor. Try to reach Ruins of Nogrod with both Maps and discarding Records Unread for movement. Then play Iron Shield of Old. Move to Drowning-Deeps then to Ruins of Belegost to play Anguirel. Now return via Under-Vaults or by the same way. That is avoid moving eastward.

Swordmaster gives a Sage the Warrior skill. If already possessing that skill, the Sage can use a shield and a two-headed weapon or two one-handed weapons.

Knowledge of the Making is a stolen knowledge event with 2 SP. Player can modify a ring test by one before or after the test roll. This can be key to play the Dwarven Ring.

Foul Trophies is not exactly a mission, but you might have to visit a site with a Men automatic-attack to play the event. This event can help gain trophies for using Of Which They Were Made. First, you need an untap Orc or Troll character in a company that has just defeated an Elves, Dwarves, Dúnedain, or Men. Later, you can discard this card to modify another similar attack to one strike with +3 prowess and -2 body. At worse, Arthedan Rangers will be 13 prowess and 4 body. That is why Bold Thrust is in the deck.

That Has Heard Before Tonight is a Stolen Knowledge used to reveal Lond Daer and Osteledan. This event is played at an Information site that is also a Border-hold or Free-hold. Bree is an option. Bearer remains tapped until event is stored.

ERIADOR & UNDERDEEPS

The wilds of the land are your new realm. There is nothing but Wilderness and many Ruins. Stay out of Rhudaur and Forochel except for CvCC and factions; that realm is for Rogrog. You may attempt the play of resources in the Southern Misty Mountains. Also stay north of Old Pukel-Gap too except for a good reason.

Down Down to Goblin Town seems ideal for you. That will remove region creatures from your threats when you visit Ruins&Lairs.

Large attacks will be handled with **Diversion** to wound a minion. Not a courageous solution but it works with Foul-Smelling Paste. There are several wild trolls that will be wounded by this event or in combat. Play **Of Which They Were Made** on a wounded wild troll in Deep

Wilderness site, under-deeps site, or surface site. Half-trolls must remove one trophy and Ologhai must remove two trophies to heal to untap. This card is shuffled if there is another wounded troll in the company. This resource will be profitable when the minions are in the under-deeps.

The warrior event **Bold Thrust** gives a Warrior +3 prowess and -1 body. This can help gain trophies or aid in CvCC.

Voices of Malice is a staple event. Ardagor himself can play it. Shaman is the only other minion to play Sage events.

Sack Over the Head will allow taking dwarves and hobbits as prisoners during the first and second playdecks. Those with the hairy feet are no use to you, but the Necromancer wants to ask the prisoner questions.

Grond will be played on the faction Cave-trolls. Move that faction into The Shire. Place these sites on Grond: Aden's Secret Medical Library, Sackville, Tuckburrow.

Caverns Unchoked can allow a surprise visit from the Under-Caves to a site in Cardolan or a return trip to the Under-deeps to escape region creatures.

Far Below the Deepest Delvings is a short-event moving to an Under-deeps site allowing another movement/hazard phase to another site. You should have two in hand to move fast in one turn.

Legendary Stair is an event allowing the return to site of origin when using under-deeps movement. You may want to combine it with FBtDD.

Concealed Entrance is played on a hidden site (e.g. Creb Durga). This adds the cost of tapping a Scout to enter the site. Deck exhaustion discards the card. Expect Shaman to keep the troll-hold in play. This will be a Game Point card.

Olog-power is a permanent-event played on any Troll. Target troll can use a weapon such as Black Mace as not being a two-handed weapon. That may be useful if he wants a shield. What I like about this event is bearer can reduce his prowess by three to reduce the strike's body by -1. A mace and Bold Thrust can give 10 prowess and -1 body. This can help kill Free People creatures.

The goal is to surprise Balin if he is in the Under-deeps, then to invade his realm during the initial faction assault. Ardagor's company will have +6 to under-deep movement rolls. You need to bring into the playdeck the right cards near its first exhaustion.

Turn1: Move to Under-caves. Play Caverns Unchoked.

Turn2: Move to Tharbad play **Thrall-ring**. *Weigh fetches Maker's Map.*

Turn3: Move to Ettenmoors **Play Hill Trolls**

Turn4: Heal at Creb Durga.

Turn5: Move to play **gold ring item**.

Red

Black

Turn6: Ardagor is played. play **Maker's Map** Heal at Creb Durga.

Turn7: Heal at Creb Durga. *Shuffle Maker's Map*

Turn8: *Shuffle Far Below & Iron-Shield*

Move to play **gold ring item**.

Turn9: Heal at Creb Durga. **Test gold ring item**. Heal at Creb Durga.

Turn10: Move to play **Maker's Map** at Worthy H **plays Recruits**.

Turn11: Heal at Under-Caves Move to play **Spear**.

Turn12: Move to Under-Gates(6) Heal at Creb Durga.

Play Far Below.

Move to Under-Leas(5)

Turn13: Move to Wind-Deeps(6) **plays Recruits**.

Play Iron-Shield

Turn14: Red moves to Under-Leas(6). Heal at Creb Durga.

Plays Far Below.

Moves to Under-Grottos(6).

Play Anguirel.

Turn15: moves to Goblin-Gate

Move to play **gold ring item**.

Turn16: Heal at Creb Durga.

Heal at Creb Durga.

WARLORD PHASE BEGINS

Turn17: **Knowledge of Their Making**

plays Recruits.

Turn18: Heal at Creb Durga.

Heal at Creb Durga.

Turn19: play **Cave-Trolls** at Under-Caves

plays Stone Trolls.

Turn20: Red move to Ruins of Nogrod.

Heal at Creb Durga.

Black move to Arthedain Ruins.

Cave Trolls move to Ruins of Nogrod.

Recruits x3 move to Arthedain.

Trolls x2 move to Arthedain.

Turn21: Red stays at Ruins of Nogrod.

Black moves to Blue Mountains for CvCC.

Cave Trolls move to Blue Mountains.

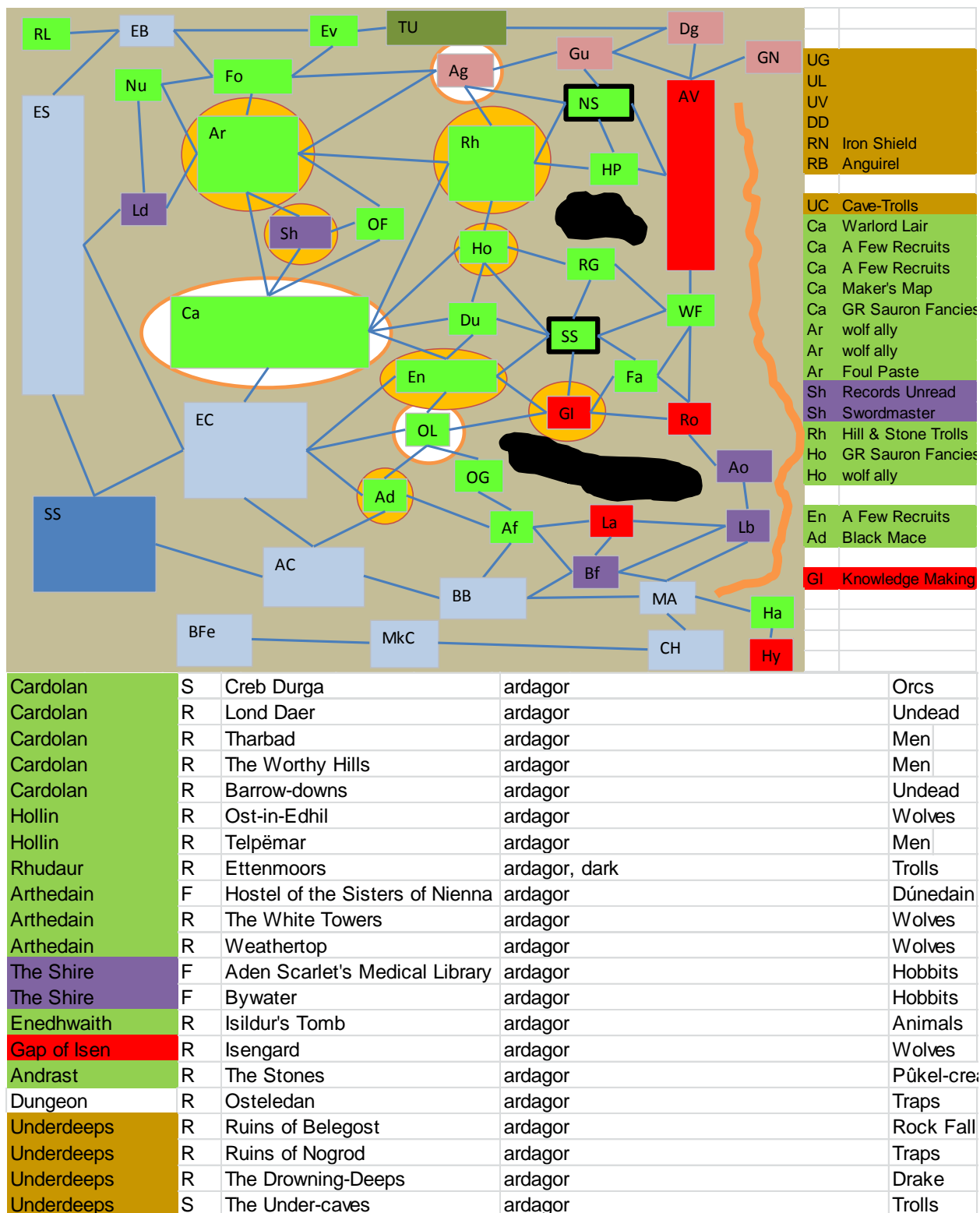
Turn22: Red moves to Blue Mountains

Battle and CvCC at Blue Mountains.

Turn23: CvCC.

Battle and CvCC at Blue Mountains.

Turn24: Last turn of Councils.



A massive list of 16 surface sites are on the plate for this avatar. Four more are under-deeps. 14 sites are in Cardolan or adjacent. Just Blue Mountains, Andrast, and Isengard are three regions away. Only Dark Dwarf will be seen at Ettenmoors. Avoid the balrogs.

SITES

Warlord's Lair will be played on Creb Durga and Under-Caves. It is okay if one of those events is discarded since the avatar can tap to fetch it. Since you have so many minions with a home of non-Darkhold Under-deep sites you want to keep Under-Caves untapped for most of the game. You do not expect to visit Free-holds until your visit the dwarves at their Lordhaven or with Grond to The Shire. Shadow-holds in the Under-deeps are the only other non-Ruins sites ready for visit except for Creb Durga of course.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	3	0	16	0	2	0	21

A massive pile of 12 surface site Ruins will be visited. This means all these sites have an automatic-attack. Sites were selected to avoid triple wilderness moving from Creb Durga. All surface sites can be reached by others in 4 region movement. You will visit two hidden sites, one has hoard, one swamp, two ports, and two Ancient Dwarf-ruins.

Creb Durga is in Cardolan. As a Shadow-hold it has two automatic-attacks playing minor and major items. You will likely not tap the site for any resources. This means you can move away from the site and just tap the avatar to fetch Warlord's Lair. Yet early you can tap the site to play a minor item and untap with Records Unread.

Wolves are at five (5) surface sites, Orcs (1), Trolls(3), Undead (2), Animals, Men (3), Dúnedain (3), Hobbits (2), Pukel (1), Drake (1), Rock Fall, Traps (2). The Under-deeps include fouler things.

Gold Ring That Sauron Fancies is playable at Bag End, play it at Ruins. Border-holds are also not visited except for a stolen knowledge. Sites were selected to be north and west of Old Pûkel-Land while shielding your weak Orc faction from the Elves and Dwarves. Also, you wanted to avoid Undead and keep sites in Cardolan. Many sites have multiple Wilderness in site path, so worry about Dragons and bad weather.

[7 sites] Ruins are everywhere. Cardolan has many sites and The Shire too. **Barrow-Downs** can allow minor and major items. Its single strike Undead 8 prowess attack is manageable. Play Recruits there. **Worthy Hills** has Maker's Map. Its Men attack of 9 prowess against everyone is tough, but Ardagor should stay untapped to play the event. **Creb Durga** of course is in the center. Find A Few Recruits at the port **Tharbad**. Consider tapping Bar-en-Ibun for a gold ring item. Do this to send the tapped site to the discard pile, which will strengthen the site against any Sinda elves that may visit and thus become weaker in Eriador. **Lond Daer** is a hidden site. You need either Doors/Gates in play plus discarding a Stolen Knowledge card in the company to reveal. You want to be ready to visit this port site for CvCC, because a hero company will not expect it.

You can play Records Unread at **Aden's Secret Medical Library** if you need to play Foul Trophies. You can handle the first Hobbit attack and the 2 strike with 10 prowess second automatic-attack. **Bywater** has minor and Information resources. Play Swordmaster event there if you can pass the two automatic-attacks (Hobbits 5w5, Dúnedain 2w11).

[4 sites] To the west is Arthedain. **Weathertop** and **The White Towers** have a Wolf ally. Each site has a two strike 6 prowess Wolf attack. Just east of there is **Hostel of the Sisters of Nienna**. Play a non-battle-gear item Blazon of the Eye there after facing the Dúnedain 3 strike with 10 prowess attack. Rhudaur has your Troll factions at **Ettenmoors**: Stone and Hill. It must be a rock party. Old Forest is avoided.

[3 sites] To the east is Hollin with a gold ring at **Telpëmar**. Its first Men attack of two strikes with 7 prowess is easy. If you play a ring, then you face a 10 prowess Trap strike. **Ost-in-Edhil**

has rings too, but play a Wolf ally there. Its three strike 5 prowess Wolf attack is easy. Below there is a dungeon. **Osteledan** is selected for it needing stolen knowledge to reveal and for the ring test bonus. It is a hidden Dungeon under Ost-in-Edhil with hoard major item, gold ring, and Information. The automatic-attack will wound unless you use Dwarven Cunning. Movement between the site needs a roll of six, which can fail. Therefore, five turns may be needed for a haven to site to haven arc. The second automatic-attack is either Nameless Thing, Watcher in the Water, or an Elf creature. That animal and four Elf creatures are in your opponents' deck.

[3 sites] **Isildur's Tomb** also has A Few Recruits. You may need to tap one character to face the single strike 11 prowess Animal attack. **Isengard** is where you will play Knowledge of Their Making. Take a large company to face the three strike 7 prowess Wolf attack. **The Stones** has greater items – find Black Mace there. You will tap to face the two strike 9 prowess Pukel-creature attack. These two are the only surface sites not adjacent to Cardolan.

[4 sites] The Under-Deeps too has Ruins. The Gem-Deeps and Under-gates are adjacent to the Under-Caves. But avoid moving east. Ensure that you have both Maker's Maps in play. Start at Creb Durga. Move to **Ruins of Norgod**. You will have +4 to rolls. Use Records Unread to lower the roll by seven. Play Iron-shield of Old after facing the Traps attack. Now you have +6 to movement rolls. Next, play Legendary Stair and two FBDD to reach **Ruins of Belegost**. You need to roll two 5s. Play Anguirel and return to site of origin. The Rock Fall attack will be easier. Finally, move to the **Under-caves** next turn to play the faction Cave Trolls, then to Creb Durga. This all will be five turns. **Drowning Deeps** is reserve for this player.

The only other Shadow-holds and Dark-holds you intend to visit are in Angmar if you do go there.

AGENTS

You are not playing any agents. There are no agents with Creb Durga as a home site. Grey Agents are not expected to be threat to you there.

FACTION WAR

Swift Onset is included in case there is no Warlord phase. Filled with Fury is spirit-magic to be played on Cave-Trolls. You might want to exhaust your GI to form many or large companies of trolls. Expect resistance from the hero factions in Eriador. First go to Weathertop.

ERIADOR DIVISION

You will be mingling with Rogrog and his gang when visiting Angmar. The Dark Dwarf will be near the Western White Mountains. He too will be near you. He is also bringing factions into the war. He should focus on Gondor unless you are having trouble dispatching the Eriadorians. Cirdan should ignore you unless you are vulnerable. Elrond will be guarding Hollin with vengeance. Be on guard from him. Gandalf has been seen around these parts. He is too small to attack a troll company. Yet, those Rangers have killed some of your trolls. Chew on their necks when you can.

Balin the Dwarflord is your target. He should be sending out dwarves to increase his treasure vault. Make sure none come back to their forges. Attack their leaders and sages. They might go into the Under-deeps. Follow them under the Iron and Misty Mountains.

MARSHALLING POINTS

C=8 You have a seven 1-MP minions, and two 2-MP minions. You expect have five low-minds and one mid-minds. You may have more at the time of the councils.

I=7 Four items yield MP. Iron Shield, Spear, and lesser rings have these MPs. Do not expect MP from the Dwarf Ring or Anguirel; you may not play it. If you do, then +8MP.
F=5 There are six factions. You plan to have all in play for the war before the councils. Some will be killed. Expect 5 out of 9 MP to be available.
A=1 War-warg are copied by three. Only expect one to be in play after all the CvCC.
M=6 Two Maker's Map, Knowledge of Their Making.
K=5 You want to kill some free people creatures using Foul Trophies
GAME POINTS: food minor item, Our own Wolves, non-unique troll characters

First Deck: The placement of resources in the playdeck and sideboard is due to the timing of play. At the start of the game, send those two companies to play resources. Hope that Maker's Map is drawn after one of its bearers is in played. Early play the items and Maker's Map. Attempt at least once to take a prisoner using Sack Over the Head. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be low (e.g. ~8). The avatar taps 3x to place 15 cards into the sideboard. Avatar taps another 2x to shuffle Maker's Map and Knowledge of Their Making. Whispers of Rings will grab four rings.

Weigh All Things to a Nicety shuffles *Division* and other events to handle attacks.
An Unexpected Outpost shuffles *Pierced By Many Wounds* x3.

First Exhaustion

Remove from the sideboard 5 hazards: *Tribal Banner* x3, *Darkness Ahead*, and *Memories Grow Dim*. These hazards may be played during the second deck. At least, these hazards will be ready for the Warlord phase.

Place these resources in the sideboard: *Legendary Stair*, *Warlord's Lair* and characters.

Second Deck: Play the remaining main resources and move into the Under-deeps. When you surface it should be the third deck. Bring trophies and Records Uread with you underground. You need to shuffle five resources. Keep reshuffling WATTAN with itself until you get to Creb Durga before the plunge. Shuffle Iron-Shield of Old at this time along with *Legendary Stair* and *Far Below the Deepest Delving*. Use WATTAN to shuffle the other *Far Below the Deepest Delving* from the discard pile. If not, then the sideboard, and Anguriel. Move to Under-Caves, and then use Records Unread to reach the adjacent site. Hope you have the blade, *LStair*, and a *FBTDD* in hand. Any trouble returning the same way will just then return via Under-Vaults. It is four moves to Under-Caves from Drowning Deeps. Then hope you can use two *FBTDD* to make the return trip in two turns. The surface will have battles with your factions. Combat with Diplomat Dwarves than can heal their factions. Expect to exhaust on Turn 18.

Weigh All Things to a Nicety can shuffle the resources left in the sideboard. Shuffle discarded main resources like factions or combat cards.

An Unexpected Outpost shuffles *Tribal Totem* x3.

Second Exhaustion

Remove from the sideboard 4 hazards: *No Way Forward*, *Call of the Deeps*, *Short Legs are*

Slow, Fear of Kin. These hazards will trouble the Eriador Division.

Place these resources in the sideboard: *Sack Over the Head* x2 (shuffle during third deck when needed to combat Dwarves), *Warlord's Lair* and characters. It is okay to send resources to the discard pile just to exchange with the sideboard. Consider placing cards in the sideboard that you want in your hand on Turn 23 or Turn 24 since you will have a third exhaust.

Third Deck

Move for CvCC and battle. The Red Company has three tough under-deep rolls. Under-caves to Ruins of Nogrod is 11; then to Drowning Deep is 11. Another 13 is needed to reach the surface. The +6 should allow moving for the sites. You should exhaust on Turn 23.

SIDEBOARD MANIPULATON-25

This player has many cards to handle for the second deck that allows the avatar to tap during the first deck for other purposes.

Five allies/factions will be sent to the discard pile. Another set of five include Wisdom to Wield, Legendary Stair, and all three Of Which They Were Made allowing the accumulation of trophies. One Far Below the Deepest Delvings will be sent to the discard pile in time for Under-deeps movement.

Knowledge of Their Making will be shuffled early. Maker's Map will be next likely to be played on the avatar. All this requires avatar tapping of x5.

Second deck spectacles have another x3 avatar tapping requirement. Legendary Stair and Iron Shield Old both shuffled late in the second deck. Anguriel will be shuffled hopefully while in the Under-deeps else a visit first to Mount Gram is needed. Far Below the Deepest Delving is waiting in the sideboard until needed.

1	Iron Shield of Old			tap2
1	Anguriel			tap2d
1	Dwarven Ring of Thelor	whispers		
1	Magic Ring of Fury	whispers		
1	Minor Ring	whispers		
1	Trifling Ring	whispers		
3	war-warg		dp111,112,113	
1	Stone Trolls		dp114	
1	Maker's Map	tap1		
1	Cave Troll		dp115	
1	Knowledge of Their Making		dp121	
1	That's Been Heard Before Tonight			tap
1	Wisdom to Wield		dp122	
3	Far Below the Deepest		dp123	tap, tap
1	Legendary Stair		dp124	
1	Grond		dp125	
1	Mace-master		dp131	
2	Collar of Spikes		dp132,dp133	
1	Filled with Fury		dp134	
1	Swift Onset		dp135	

25 resources	cards	tap	cards	tap
Sb to PD	1	1	5	5
Sb to DP	15	3	---	---
Weigh	---	---	---	---
Whispers	4	---		
Avatar	---	-3		

HAZARDS

You have orcs and wolves to terrorize the expanse of Eriador. You have no creatures that can hit Free-holds, Border-holds, Free-domains or Coastal sea.

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	3	Hobgoblins
BH	0	JJ	0	3	Orc-patrol
RL	3	T	0	3	Wolf-riders
SH	3	TT	0	3	Orc Battalion
DH	6	TTT	0	3	Dire Wolves
UD	0	SL	6	1	Caran-Carach
FD	0	SL2	1	3	White Wolves
BL	0	DD	7	3	War-wolves
W	3	CS	0		
W2	6	CS2	0		
W3	0	X	0		

hazard	Deck	Total	Type	Type	
Minions Stir	1	3	L	attack	
Soldiers of the Dark Lord	1	3	P	attack	
Redoubled Force	1	1	P	auto	
Twilight	1	24	S	environment	
No Way Forward	1	1	P	environment	
Doors of Night	2	24	P	environment	
Fear of Kin	1	3	SP3	fallen	
An Unexpected Outpost	3	72	S	hand	
All This Dwarvish Racket	1	3	P	HL	
Legacy of Carcaroth	1	1	P	play	
Two or Three Tribes Present	3	3	S	play	
Where the Wargs Howl	3	3	S	play	
Waylaid, Wounded,	3	3	P	prisoner	
Short Legs Are Slow	1	1	P	roadblock	
Call of the Deep	1	2	S	roadblock	
Pit Trap	1	2	P	site	
Politics	1	3	P	tap	
Memories Grown Dim	1	1	P	tap	
Left Behind	3	3	S	tap	
Pierced by Many Wounds	3	3	S	tap	

CREATURES

You have 12 orc and 10 wolf creatures. You have no creatures that can hit: Freeholds, Borderholds, Free-domains or coastal sea. The creatures' goal is to wound so to force body checks. Witch-king's hazards will expand the play of 3 creature cards.

Hobgoblins are in Double Wilderness with just two strikes, but a good prowess at 10. This creature can be played first before Warrior so to use *Pierced By Many Wounds*. Likely, it will not be used with *Orc-Archers* unless it's with a Doors Minions Stir.

Patrol has three strikes but is weak at 6 prowess. It is more common at Ruins and Wilderness. Other keyables include Shadow-holds, Dark-holds, Shadow-lands, and Dark-Domains. It needs Doors of Night and Minions Stir for Left Behind to be 5s8p. Thus, use this creature as a sacrifice to play Battalion.

Battalion is waiting to be ordered for destruction. It sits in the sideboard likely awaiting the Warlord Phase when Awaken the Earth's Fire is played from the Lidless Eye Deck. It is a meaty 2 MP with a tiny 3 strikes with 7 prowess. Its normal playables are Dark-Domains and Dark-holds. If keyed to the normal types, then the attack cannot be cancelled by resource events except magic or spells. Patrol and Raiders played before grants keyable to any region containing a Dark-hold or adjacent regions. Also, strikes and prowess are modified by +1 for every two characters in defending company. Now, against four heroes this Orc becomes 5 strikes with 9 prowess.

Regions with Dark-holds: Mumakan, Chey Sart, Azjan, Chelkar
Imlad Morgul, Nurn, Gorgoroth, Udun
Carn Dûm, Gundabad, Southern Mirkwood

The only reason wolves were added is the effect of Warrior-Priests of Angmar providing Fell Winter allowing White Wolves access to Forochel and Rhudaur.

Wolf-Riders is also a Short-event. As a creature this Orc attack of 3 strikes with 8 prowess is only playable following an Orc attack not keyed to a site. Border-lands and Wildernesses are common. Border-lands will be safe from this creature. As a Short-event, modify a Wolf attack by +1 strikes and +1 prowess. First play Minions Stir, then Patrol (4s7p), and finally Riders (4s9p).

White Wolves is keyed to any non-Coastal Sea region in the Northern Waste. Four strikes at 9 prowess and 4 body is strong. This creature can be keyed to regions south of the Northern Waste depending on the number of Bonds of Winter, Fell Winter, Long Winter, and Snowstorm in play. But only one effect above is able for this deck. Wolf-Riders makes them 5s10p4b.

Caran-carach is a demon specific to Mirkwood, but has symbols for playability of Double Shadow-lands or Dark-Domains. The focus will penalize Galadriel, Radagast and Thranduil – the three main Heroes closest to Dol Guldur. It has one strike with 14 prowess and 7 body keyed to Southern Mirkwood, Dol Guldur and Sulfur-Deeps. It modifies body checks by +1 unless there is armour or shield. As a short-event, one Wolf hazard creature may be played keyed to a Border-hold this movement-hazard phase. This is great for the next creature.

War-Wolves is a two strike Wolf attack of 8 prowess and 5 body limited to sites with Wolf automatic-attacks at Ruins or Shadow-holds with Orc automatic attacks. Sarn Goriwing, Moria, Goblin-Gate, Mount Gundabad, Deep Cleft, Mount Gram, Carn Dum, Morkai.

This will not be likely to be the site for you. Instead, use the card as a short-event to modify the prowess of an Orc creature attack keyed to a region by +2. Now, Hobgoblins can have 12 prowess, Patrol can have 8 prowess, Battalion 9 prowess.

Dire Wolves is the meanest multi-strike Wolf creature. It is keyable to Double Wilderness

and Shadow-lands. But its 4 strikes with 8 prowess is tough on its own. Enhance it with Wolf-Riders for 5 strikes and 9 prowess for playability with Left Behind.

Creatures

- | | | | | | | | |
|-------|------|-----------|--------|-----------|--|--------------|-------------|
| - | FH: | | | | | | |
| - | BH: | | | | | | |
| 3 | RL: | | patrol | | | | |
| 3 | SH: | | patrol | | | | |
| 6 | DH: | battalion | patrol | | | | |
| - | UD: | | | | | | |
| <hr/> | | | | | | | |
| - | FD: | | | | | | |
| - | BL: | | | | | | |
| 3 | W | | patrol | | | | |
| 6 | WW | | | Hobgolins | | | Dire Wolves |
| 6 | SL | | patrol | | | | Dire Wolves |
| 1 | SLSL | | | | | Caran-Carach | |
| 7 | DD | battalion | patrol | | | Caran-Carach | |
| - | CS | | | | | | |

Sh(orcs), RL(wolves)

Mornost		Lugdruong		Achond	
Goblin-gate		Kala Dularuath		Ei Missa	
Creb Durga		Gaurblog Lug		The White Towers	
Morkai		Barad-wath		Weathertop	
Mount Gram		Mount Arysis		Ost-in-Edhil	
Mount Gundabad		Bâtan-Urîd		Isengard	
Deep Cleft		Fhûl		Tharagrondost	
Moria		Kala-Ogurk		Narik-Zadan	
Sarn Goriwing		Ny Chennacatt		Tower of the Wolf-frien	
Thuringwathost					
Shelob's Lair		Evefalín Cavern-Systems			
		The Cobalt-Deeps			
		The Under-forges			
		The Under-leas			

HAZARD EVENTS-33

There are 15 permanent-events and one long-event. Half of the events (13) are quick to play either as a PE, LE, or Short-event with no requirements such as Outpost. Killing is a primary theme. Tapping from facing many strikes is the secondary theme.

Basic cards: 3

You have two copies of **Doors of Night** and **Twilight**. You need Doors of Night for your Minions Stir and No Way Forward.

Corruption/Check/Avatar: 3

Fear of Kin targets a Dwarf-lord with a greater item or a Dwarven Ring with 7 SP or more. This hazard can leave the Dwarf-lord isolated and on the move risking him to prisoner resources during the site phase.

Politics discards some important stage resource events on a character in the presence of his Lord or Fallen-wizard and might force the target to move away from his Lord. You can discard one Trusted Counsellor, Sworn to the Lord, or Thrall of the Voice.

All This Dwarvish Racket will explode the hazard limit for dwarf companies. Doors of Night allows the hazard player to draw an additional card for every Dwarf with a mind less than five in a moving company.

Diminish and Depart is playable on a hobbit, wizard or elf. The hazard is easy to discard at a haven, but the target must tap. All elves and hobbits in the company are given +1 mind and any Wizard has -1 to his direct influence. Both of these hazards can limit company size by swinging the influence of a wizard by six or more. Thirteen of the 24 Hero players are affected by this.

Main Theme: Orc Attack Enhance - 9

Minions Stir will give +1 to prowess and strikes to orc and troll attacks. It is a long-event and Doors makes the orc bonus to strike and prowess +2. This event will enhance Goblin-Gate when dark elves will visit looking for Stinker.

~~— **Soldiers of the Dark Lord** is a permanent event helping to keep Orc creatures alive. Each non-unique Orc hazard creature that normally has 3 or more strikes receives +1 strike (+2 if Shadow of Mordor is in play) and may be keyed to Shadow holds, Dark holds or Dark Domains. But the hazard is discarded during the end of turn phase if an Orc hazard creature was defeated that turn. This will not help Hobgoblins, but Wolf Riders.~~

Pierced by Many Wounds will lower the prowess of a hero facing the first extra strike by -4 instead of -1. This hazard does not count against the hazard limit. Use this hazard to put a creature in your pile or to generate a body check.

Two of Three Tribes Present requires a site path of two W, one SL, or one DD. A named creature does not count against the hazard limit for the turn. This may unleash a store of creatures on any company that has just a hazard limit of two.

Redoubled Force makes Orc/Troll holds and others sites with automatic-attacks deadly. These attacks gain +3 strikes and +2 prowess

Secondary Theme: Orc Kills - 10

This prong increases the prowess of a strike for killing. Body checks can be modified as well at the cost of prowess.

Left Behind is not a true prisoner event, but it may send a character on separate movement with a hazard limit of one. The event is played on a character facing a strike with more than four strikes. No creature normally match this. Dire Wolves and White Wolves can be used if enhanced by Wolf-Riders. Patrol need Minions Stir. Riders and Battalion need Minions Stir and Doors of Night. Now with the character alone you can play another creature.

Waylaid is a prisoner hazard, but only for hobbits. Such a prize will brighten the Eye. Bring one alive if any are found in Wilderland. The hobbit will receive +2 prowess on the strike. Rescue sites can be Ruins & Lairs, Shadow-holds, or Dark-holds. Select an Orc or Troll site of course. A captive Hobbit keeps his rings, but may lose it each turn. The rescue is three tough attacks.

Imprisoned and Mocked is a temporary prisoner hazard. The host troll or orc attack must have more strikes than characters and not be defeated or cancelled. This can be good for Warband. A roll is made to determine if the character with the highest mind is placed off-to-the side until the next turn. Then that character is returned to his owner's hand. The roll must be greater than the prowess of the highest mind character plus five. Success discards all card played on that character including followers.

Where the Wargs Howls helps play Orc creatures. The hazard short-event is played on a company that has faced a Wolf attack this turn; hazard has no cost on hazard limit. Now you can play any Orc creature regardless of the company's site path or site. This deck has a Wolf creature keyed to Double Wilderness or Shadow-land. One Orc creature is not keyed to Shadow-land and to orc-holds that are Shadow-holds. Now you can bother companies in Mordor or staying at an orc-hold Shadow-hold. This can allow you to play Wolf-Riders as a creature if you do not need to enhance the Wolf creature. This will be three attacks: wolf, orc, orc.

Legacy of Carcaroth will get a discarded wolf to your hand during the end-of-turn phase if another Wolf hazard creature is discarded. It is a permanent-event. You can discard White Wolves to fetch Dire Wolves you know you can play next turn with Where the Wargs Howl allowing playing of Orc creatures.

Ambushed is a short-event allowing certain creature types to select defending characters. The creature must be non-detainment Orcs, Men, Trolls, Dwarves, Elves, Dunedain. Then the company must be moving and not yet faced an attack this phase. The card does not count against the hazard limit. The deck has 12 creatures in the deck and one already selects defending characters. But another three have an average prowess with a few strikes.

Tertiary Theme: Roadblock - 4

Memories Grow Dim hinders companies using Lost Knowledge that forces the tapping of a Sage. So target Sages with the creatures.

No Way Forward is a Roadblock event for specific use during the Warlord Phase. Keep this hazard in the sideboard after the first exhaustion.

Short Legs Are Slow is for the Warlord Phase allowing Ringwraiths to attack. Shuffle it to the deck so to draw it on Turn 17. This hazard and the other hazard can force two or one region movement with a hobbit.

Call of the Deeps is a short-event roadblock for greedy dwarves. The target company must have a greater or treasure item and a dwarf majority. Also, the company must be moving to a non-dwarf-hold, non-Under-deeps site. You can replace the new site with any legally moved Under-deeps site or surface site. You place the hazard in opponent's MP pile 1 MP. Else, discard

the card. This event is key to play some of your trolls. Lord Thorin can be sent to a site in Narthalf or Angmar. Avoid Gundabad since that region is four from Northern Rhovanion. Moving from Iron Hills can send the company to Azjan, Foroviakain, or Southern Mirkwood.

Pit Trap is specific to sites, but these sites are far from the sea. It is played on-guard on an Ancient-Dwarf hold site or a site with an Orc attack or Trap attack. Those moving in Grey Mountains, Narrows, Withered Heath or near the Illuin Mountains are threatened by this hazard. Scouts and Rangers lower the chances of this attack being faced. Failure results in a Trap single strike attack of 12 prowess. More than 80 (20%) hero sites may have a Pit Trap. Sites close to you include Telpëmar, Goblin-gate, Zarak-Dum, Mount Gram, Morkai, Creb Durga, and Moria.

Cycle: 3

Use **Outpost** to fetch hazards in the sideboard: Memories and Orc-Archers.

Turn01-1.5

@ Creb Durga-U

U	Ulkaur the Tongueless	5	0	6	9	Olog	W					1	Foul-Smelling Paste
U	Forest-Troll	4	0	4	8	Troll	W		R			1	
U	Ognor	4	0	4	8	Hill Troll	W	Sc				0	
U	Troll lout	3	0	4	9	troll	W					1	
U	Orc Shaman	4	0	3	7	orc	W			Sa		0	
													Helm of Illusion

A Few Recruits	Warlord's Lair		
An Unexpected Outpost	Rugrul		
Ardagor-avatar	Voices of Malice		
Doors of Night	Warlord's Lair		
0	0		
Turn: 1	Hand: 8	MP: 6	SP: 1 PD: 86
League	Imrahil	Yellow	Pallando BALIN

, Gandalf the White Rider, 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, Pallando the Soul-Keeper
, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Smaug at Home, Thorkmaw at Home, Mordor in Ruins

UNTAP play Warlord's Lair

ORG

Shaman taps to play Voices of Malice to discard Gandalf the White Rider, Forest taps to support, -2.croll auto. Dwarven Ring of Thrár's Tribe(M) placed on Whispers of Rings.
Ulkaur and Forest stay. Shaman,Lout,Ognor move to Under-Caves.

MOVE

Ulkaur, -,sh

HL2, League places Earmarcil II as OG.

HL1, Imrahil-x

Shaman, -ud,sh.

HL3, League has Orc-Raiders and Orc Archers x3 in hand. Dúnadan Mariner as OG.

HL2, Imrahil-x

HL1, Yellow plays Alone and Unadvised on Shaman.

SITE

Creb Durga entered. Sh. aa1.Orcs.2s6p,det

Ulkaaur, 6p-3x+7sroll=10

Forest. T, sroll.

Aa2.troll.2s10p,det

Ulkaaur, 6p-3x+3sroll=6, taps.

Forest, t, sroll

Warlord's Lair played on site.

The Under-caves entered., sh. aa1.2s10p

Ognor taps to face both strikes. Sroll sroll

Warlord's Lair played on site.

END

Next in Division: Dark;

next in game: Lomaw

Turn 01, vs. League

MOVE

Ashmaar, -,haven

HL2, Ardagor plays Doors of Night.

HL1, Ardagor plays An Unexpected Outpost to shuffle Left Behind x2

Vishtâspa, -cs-fd,fh

HL3, Ardagor Dire Wolves x2 sleeping in hand.

HL2, Ardagor taps Lord of the Havens to tap Vishtâspa and Kavatha.

Necro has Pirates and Ransom in hand.

Eadur taps to play Marvels Told targeting Lomaw at Home, Ashmaar supports,

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

TURN02-1.5

{Balin at Blue MDH and Deep Cleft}

@ Creb Durga,U

T	Ulkaur the Tongueless	5	0	6	9	Olog	W					1	Foul-Smelling Paste	
T	Forest-Troll	4	0	4	8	Troll	W			R		1		
													Warlord's Lair	Helm of Illu

@ Under-caves,U

T	Troll lout	3	0	4	9	troll	W					1		
T	Orc Shaman	4	0	3	7	orc	W			Sa		4	Alone and Unadvised	
T	Ognor	4	0	4	8	Hill Troll	W	Sc				0		
													Warlord's Lair	

A Few Recruits	Dire Wolves			
Ardagor-avatar	Down Down to Goblin Town			
Brutal Retinue	Down Down to Goblin Town			
Dire Wolves	Foul Trophies			
0	0			
Turn: 2	Hand: 8	MP: 6	SP: 3	PD: 78
Imrahil	Pallando	League	Yellow	BALIN

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, The Moon is Dead, Doors of Night, Scorba at Home, Mordor in Ruins

, Plague of Wights

UNTAP

ORG

Trifling Ring played on Whispers of Rings. Ardagor played at Creb Durga.

Shaman stays with others.

Ulkaur stays. Ardagor and Forest-Troll move to Tharbad.

EOOP: Down Down to Goblin Town played on Ardagor's company.

MOVE

Ulkaur, -,sh

HL2, Imrahil plays An Unexpected Outpost with DON to shuffle
[Cruel Claw Perceived, Burdensome Commands.]

HL1, Imrahil uses OG Storms of Ossë

Ognor, sh.

HL3, Imrahil uses OG Vygavril

HL2, Pallando-x

HL1, League plays An Unexpected Outpost with DON to shuffle [Plague x2]

Ardagor, -w,rl

HL2, Imrahil plays An Unexpected Outpost with DON to shuffle [Reef x2]

SITE

Tharbad entered. (1)Men---3 strikes with 6 prowess

Ardagor, 6p+3sroll=9

Forest, 4p-1t+5sroll=8

Ardagor taps to make INF attempt on A Few Recruits.8

+3.di+2.mod(leader)+9iroll=14,pass

END Smaug.Wking

Imrahil uses Thrice Outnumbered to shuffle Sorijan Raiders

Turn 02, vs. Imrahil

MOVE

Urezir, bl-fd-cs-w,bh

HL3, Ardagor-x

HL2, Wking plays An Unexpected Outpost shuffles In Darkness Bind Them, Reaching Shadow

Lothíriel taps to play Marvels Told, Thrice Outnumbered, Elite supports.

-2.res+1.sup+2.croll=pass

Prince, -,h.pL

HL3, Ardagor-x

HL2, Wking-x

HL1, Dwarf moves agent SSFellow from Umbar to Gobel Mírlond

Turn 02, vs. Pallando

MOVE

Manari, -bl,bh

HL4, Wking plays Plague of Wights

HL2, Ardagor-x

HL1, Necro keys Ruffians to BL. Men.4s7p

Emissary plays Flatter a Foe using Persuasive Words

+1.di+2.mod(Diplomat)+3/12iroll=15,pass. Attack cancelled. HL now at -2.

Lure of Power, On-Ikana supports, -4.haz+1.sup+11croll=8

TURN03-4.5

{ Balin at Blue MDH, Dead Man's Dike with Palantír of Amon Sûl }

@ Tharbad,T

T	Ardagor-avatar	9	11	6	9	Halftroll	W		R	Sa	D	1	Helm of Illusion
T	Forest-Troll	4	0	4	8	Troll	W		R			1	

@ Creb Durga,U

U	Ulkaur the Tongueless	5	0	6	9	Olog	W					1	Foul-Smelling Paste
													Warlord's Lair

@ Under-caves,U

U	Troll lout	3	0	4	9	troll	W					1	
U	Orc Shaman	4	0	3	7	orc	W		Sa			4	Alone and Unadvised
U	Ognor	4	0	4	8	Hill Troll	W	Sc				0	Warlord's Lair

Dire Wolves		Pierced By Many Wounds		Dark Quarrels
Dire Wolves		Thrall-ring		Desert Amber
Down Down to Goblin To		Voices of Malice		Dwarven Cunning
Foul Trophies		War-wolves		0
0		0		Glorin
0		0		Precious Gold Ring
Turn: 3	Hand: 8	MP: 7	PD: 70	SP: 3
Shimmer of Hope				
Yellow	Imrahil	Pallando	League	BALIN
King's Judge				
Press-gang				

More Alert Than Most

Skies of Fire

, Wardens of the Woodland Realm, Merkampa at Home, Full of Froth and Rage

, Thrice Outnumbered, All Dead All Rotten, Mordor in Ruins

, War-wolves, The Back Door

, Great Need Or Purpose

UNTAP

ORG

Shaman taps to remove hazard, 6hroll=fail.

Ardagor+ moves to Telpemar.

Others stay.

EOOP: Down Down to Goblin Town played.

MOVE

Ardagor, -w-w,rl

HL2, Yellow uses OG Swamp-dragon

HL1, Imrahil has Boars in hand.

HL1, Thg-x

Ognor, -,sh

HL3, Yellow plays Press-gang

HL2, Yellow uses OG Shimmer of Hope

HL1, Imrahil-x

Ulkaur, -,sh

HL2, Yellow-x

HL1, Imrahil-x

SITE

Telpëmar. (1)Men--- 2 strikes with 7 prowess

Ardagor, $6p-3x+4sroll=7$

Forest, $4p-3x+7sroll=8$

Ardagor taps to play Foul Trophies.

Forest taps to play Thrall-ring.

Trap--- 1 strike with 10 prowess---Cannot be canceled and weapons do not modify

Forest, $4p-1t+6sroll=9$,success. $8broll=wound$

END Durlach.Wking(next turn)

Turn 03, vs. Pallando

MOVE

Manari,-bl,haven
HL4, Dwarf-x
HL3, Wking-x
HL2, Ardagor-x
HL1, Necro-x
HL1, Smg

Turn 03, vs. Imrahil

MOVE

Imrahil, -,haven
HL3, Necro plays Elwen face-down as agent.
HL1, Ardagor-x
Lothiriel taps to use Marvels Told, Summons from Long Sleep(Light Drake) of dark dwarf.
Elite supports, croll=auto.

Turn 03, vs. Yellow

MOVE

Advisor, -,haven
HL2, Ardagor uses OG War-wolves
HL1, Dwarf-x
HL1, Smg-x

{ True that Bolg is in competition with Desert Orcs for a Power Deck spot }

Narin, -w-bl-w,fh { this will get ugly }

HL3, Ardagor keys Dire Wolves to WW.wolf.4s8p, Ww=4s8p4b

Pierced By Many Wounds played on Narin's strike.

Narin, 5p-4e+7sroll=8,tie

Attack-Lord, 5p-2w+3sroll=6, success, 8broll+1.w=9,**killed**. Chainshirt to narin.

Pathfinder, 2p-2w+8sroll=8,tie

HL2, Ardagor keys Dire Wolves to WW.wolf.4s8p, Ww=4s8p4b

Narin, 5p-1t+9sroll=13, fail. 10broll=defeat

Pathfinder, 2p-2w-2e+3sroll=1, success. 3broll+1w+1delta=5.

Ardagor will keep other Dire Wolves for Wolf-riders and Left Behind.

TURN04-3.5

{Balin at Blue MDH}

@ Telpemar, T

T	Ardagor-avatar	9	11	6	9	Half troll	W		R	Sa	D	1	Helm of Illusion	Foul Troph
W	Forest-Troll	4	0	4	8	Troll	W		R			3		Thrall-ring

@ Creb Durga, U

U	Ulkaur the Tongueless	5	0	6	9	Olog	W					1	Foul-Smelling Paste	
													Warlord's Lair	

@ The Under-caves, U

U	Troll lout	3	0	4	9	troll	W					1		
T	Orc Shaman	4	0	3	7	orc	W			Sa		4	Alone and Unadvised	
U	Ognor	4	0	4	8	Hill Troll	W	Sc				0		
													Warlord's Lair	

Caverns Unchoked	Olog power				Cobras	
Dire Wolves	Politics				Desert Amber	
Left Behind	Tûma				Cobras	
Olga-wama	Voices of Malice				Gnaw with Words	
0	0				Orcish Marauders	
0	0				Venomous Sting	
Turn: 4	Hand: 8	MP: 7	PD: 64	SP: 3	Wizard Uncloaked	
Pallando	Imrahil	Yellow	League	BALIN	Wose Burial Site	
					Flatter a Foe	

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

ORG

Ardagor taps to shuffle from SB [Knowledge of Their Making.]

Shaman taps to remove hazard, 5hroll=fail.

Caverns Unchoked played on The Under-caves.Olog power played on Ognor.

Ardagor+ moves to Creb Durga.

Ulkaur stays there;

Ognor+ stays.

MOVE

Ognor, -,sh Under-Caves

HL3, Pallando moves agent for first time adjacent to home region: Dusalan to Umbar.

Turn agent face-up to discard Dusalan.

HL2, Pallando uses OG Orcish Marauders

HL1, Imrahil plays on site Whole Villages Roused

Ulkaaur, -,sh, Creb Durga

HL2, Pallando-x

HL1, Imrahil-x

Ardagor, -w-w,sh Creb Durga

HL2, Pallando-x

HL1, Imrahil-x

HL1, Thg-x

Terror of Cardolan played on Ardagor.

SITE

END Lomaw.Dwarf

TURN04 vs Imrahil

MOVE

Lothíriel, -,haven Dol Amroth

HL2, Wking-x

HL1, Ardagor plays Redoubled Force

Prince, -fd-fd,fh Pelargir

HL2, Wking-x

HL1, Ardagor plays Politics on Elite Wose Hunter.

Lothiriel taps to play Marvels Told to remove Politics, -2.res+7croll=5.

Urezir, -w-cs-fd, haven Dol Amroth

HL2, Wking-x

HL1, Ardagor-x

HL1, Smeagol plays Courtesy Lessened of Late on-guard.

TURN04 vs Pallando

MOVE

Pallando, -,haven Hau Nysrin

HL3, Ardagor uses OG White wolves

HL2, Wking-x

HL1, Necro-x

On-Ikana, -bl-bl-j, RL Wose Burial Site

HL2, Ardagor uses An Unexpected Outpost, DON, shuffles from DP: Dire Wolves x2

TURN05-2.6

{ Balin is at Blue MDH, Michel Delving }

@ Creb Durga, U

T	Ardagor-avatar	9	11	6	9	Half troll	W		R	Sa	D	1	Helm of Illusion	Foul Troph	Terror of Cardolan
W	Forest-Troll	3	1	4	8	Troll	W		R			3		Thrall-ring	
U	Ulkaur the Tongueless	5	0	6	9	Olog	W					1	Foul-Smelling Paste		
													Warlord's Lair		

@ Under-caves, U

U	Troll lout	3	0	4	9	troll	W					1			
T	Orc Shaman	4	0	3	7	orc	W			Sa		4	Alone and Unadvised		
U	Ognor	4	0	4	8	Hill Troll	W	Sc				0	Olog power		
													Warlord's Lair		
													Caverns Unchoked		

Ardagor-avatar	Lore of the Rings				Avari	
Black Mace	Olga-wama				Fruitless Victory	
Dire Wolves	Orc-Patrol				Giant	
Left Behind	Voices of Malice				Hey! come merry doll!	
0	0				Many Turns and Doublin	
0	0				0	
Turn: 5	Hand: 8	MP: 7	PD: 58	SP: 4	Silent Watcher	
Guild	Vald2	Valdacli	Lesser	BALIN	Wisp of Pale Sheen	
					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

ORG {like to visit The Stones for greater item,but Long Winter is in play}

Shaman taps remove hazard, 8hroll=pass.

Lore of the Rings played on avatar Ardagor.

Ulkaur transfers Foul-Smelling Paste to Ardagor, -1+croll=auto

Forest-troll transfers Thrall-ring to Ulkaur, -1.card-2.ring+4croll=1.

Avatar taps to dump 5 cards from SB:

[Stone Trolls, War-warg x3,Cave Troll]

Ardagor+ move to Under-caves.

Shaman+ move to Creb Durga.

MOVE

Ardagor, -ud,sh. Under-caves

HL3, Guild-x

HL2, Vald2-x

HL1, Valdacli-x

HL1, Thg-x

Ognor, -ud,sh. Creb Durga

HL3, Guild-x

HL2, Vald2-x

HL1, Valdacli-x

SITE

END Lomaw.Wking

TURN05 vs Guild

MOVE

Huinen, -j,sh. Ithilkir. Hey! come merry dol

HL4, Ardagor-x DoN, Dire Wolves in hand

HL3, Necro has Deallus in hand, like to use Nobody's Friend in PD, but next divisions are Northern Waste, then Wilderland. So play that agent now.

HL2, Necro plays Never Seen Him on FDown agent Nuluzir at Amon Lhaw.

Wking was next, Chill Douser in hand.

TURN05 vs Vald2

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

TURN06-4.6

{ Balin at Blue MDH, Amon Lind }

@ Under-caves, U

U	Ardagor-avatar	9	11	6	9	Half troll	W		R	Sa	D	2	Helm of Illusion	Foul Troph	Terror of C	Lore of th	Foul-Sme
T	Forest-Troll	4	0	4	8	Troll	W		R			1					
U	Ulkaur the Tongueless	4	3	6	9	Olog	W					3	Thrall-ring				
													Warlord's Lair				
													Caverns Unchoked				

@ Creb Durga,U

U	Troll lout	3	0	4	9	troll	W					1					
T	Orc Shaman	4	0	3	7	orc	W			Sa		0					
U	Ognor	4	0	4	8	Hill Troll	W	Sc				0	Olog power				
													Warlord's Lair				

Ardagor-avatar	Of Which They Were Made					Esfur	
Black Mace	Of Which They Were Made					Fair Gold Ring	
Dire Wolves	Olga-wama					Fair Sailing	
Doors of Night	Voices of Malice					Huorn	
Weigh All Things to a Ni	0					Huorn	
0	0					I Know Much About You	
Turn: 6	Hand: 8	MP: 7	PD: 51	SP: 5	Lordly Presence		
Vald2	Lesser	Guild	Valdacli	BALIN	Habergeon of Silver		
					0		

Tokens to Show

, Wardens of the Woodland Realm, Traitor, His Own Master

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

, Arda Angered

UNTAP

ORG

Ardagor taps to dump from SB to DP:

[Mace-master, That's Been Heard Before Tonight, Swift Onset,Filled with Fury]

WATTAN shuffles from DP: [Down Down to Goblin Town]

Shaman taps to play Voices of Malice, His Own Master, -2.res+6croll=0

Ognor+ stays.

Ardagor+ move to Barrow-downs using Caverns Unchoked.

MOVE

Ognor, -,sh. Creb Durga.

HL3, Vald2 uses OG Esfur.

HL2, Lesser-x

HL1, Guild-x

HL1, Thg-x

Ardagor, -ud,RL. Barrow-downs

HL3, Vald2 plays Rats! Wound Ulkaur. Paste in company.

HL2, Vald2 uses OG Habergeon of Silver

HL1, Lesser-x

Avatar card untaps Ardagor.

All Dead All Rotten cc.

Ardagor, 8scroll-2.items=6

Forest, 1cp+croll=auto

Ulkaur, 5scroll-1.card-2.ring=2.

SITE

Barrow-downs. RL. Undead.1s8p

Ardagor, 6p+7sroll=13

Forest-Troll taps to play Olga-wama, taps site.

END {smg.Ardagor next turn}

TURN07-1.6

{ Balin at Blue MDH, Bag End }

@ Barrow-downs, T

T	Ardagor-avatar	9	11	6	9	Half troll	W		R	Sa	D	2	Helm of Illusion	Foul Troph	Foul-Smelling Paste
T	Forest-Troll	4	0	4	8	Troll	W		R			2	Terror of Cardolan	Lore of the Rings	
W	Ulkaaur the Tongueless	4	3	6	9	Olog	W					3	Olga-wama		
													Thrall-ring		

@ Creb Durga, U

U	Troll lout	3	0	4	9	troll	W					1			
T	Orc Shaman	4	0	3	7	orc	W			Sa		0			
U	Ognor	4	0	4	8	Hill Troll	W	Sc				0	Olog power		
													Warlord's Lair		

Diminish and Depart	Voices of Malice			Black Crows
Dire Wolves	Wolf-Riders			Frightful Guardian
Dire Wolves	Wolf-Riders			Jungle Demon
Old Troll	Wolf-Riders			Marvels Told
0	0			Nothing to Eat or Drink
0	0			Sons of Kings
Turn: 7	Hand: 8	MP: 8	PD: 41	SP: 5
Valdacli	Vald2	Lesser	Guild	BALIN
				Wrath of the West
				0

Safe From the Shadow

Tokens to Show

, Wardens of the Woodland Realm

, 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

, Arda Angered

, Dark Designs of Mordor, War-wolves

UNTAP

ORG

Ardagor+ move Creb Durga

Ognor+ to Under-caves.

MOVE

Ardagor, -w,sh. Creb Durga

HL3, Valdacli plays Webs of Fear & Treachery

HL1, Vald2 plays Lure of Power

Shaman taps to play Voices of Malice, Traitor, -2.res+5croll=3.

Ognor, -ud,sh. Under-caves

HL3, Valdacli uses OG Say It And Have Done

HL2, Vald2-x

HL1, Lesser-x

HL1, Thg-x

SITE

END Throkmaw.Dwarf

Heal