

MINION COOL PLAY CHALLENGE DECK

BALROG

DECK LIST & PLAY TIPS

POOL

- 1 Bolg (BA)
- 1 Doeth (Durthak) (WH)
- 1 Radbug (LE)
- 1 Snaga (V1)
- 1 Umagaur (BA)
- 1 Gangways over the Fire (BA)
- 1 Orders from the Great Demon

RESOURCES IN DECK

- 3 The Balrog [B] (BA)
- 1 Azog (BA)
- 1 Bûthrakaur (BA)
- 2 Hill-troll (BA)
- 2 Orc Tracker (LE)
- 1 Shagrat (LE)
- 1 Angband Revisited (BA)
- 1 Back to the Fray (V3)
- 3 Bold Thrust (LE)
- 2 Breach the Hold (BA)
- 3 Dark Tryst (AS)
- 2 Flame of Udûn (BA)
- 1 Goblins of Goblin-gate (LE)
- 2 Great Army of the North (BA)
- 3 Weigh All Things to a Nicety
- 1 Grey Mountain Goblins (LE)
- 1 Iron Shield of Old (AS)
- 1 Orcs of Gundabad (LE)
- 1 Orcs of Moria (LE)
- 1 Swarm of Bats (LE)
- 2 Voices of Malice (LE)
- 2 War-wolf (LE)
- 2 We Have Come to Kill
- 1 Great Bats (AS)

RESOURCES IN SIDEBOARD

- 2 Crook-legged Orc (BA)
- 2 Mountain-maggot (BA)
- 1 Orc Veteran (LE)
- 1 Ancient Black Axe (AS)
- 2 Angband Revisited (BA)
- 1 Great Bats (V2)
- 1 Invade Their Domain (BA)
- 2 Long Grievous Siege (BA)
- 1 Lord and Usurper (BA)
- 1 Orcs of Angmar (LE)
- 1 Prone to Violence (BA)
- 1 Sudden Call (LE)
- 3 Terror Heralds Doom (BA)
- 1 Voices of Malice (LE)
- 1 We Have Come to Kill (LE)

HAZARDS IN DECK

- 3 An Unexpected Outpost (DM)
- 3 Cave-drake (TW)
- 1 Daelomin at Home (TD)
- 1 Fell Fowl (CPS)
- 3 Foolish Words (LE)
- 1 Heedless Revelry (LE)
- 1 Itangast Ahunt (TD)
- 1 Landroval (LE)
- 2 Marsh-drake (TD)
- 1 My Precious (DM)
- 1 Radagast the Tamer (AS)
- 2 River (TW)
- 1 Something Has Slipped (LE)
- 2 Sons of Kings (LE)
- 1 Spider of the Mòrlat (DM)
- 3 Twilight (TW)
- 2 Unabated in Malice (BA)
- 1 Úvatha the Horseman (TW)

HAZARDS IN SIDEBOARD

- 1 Arthadan Rangers (LE)
- 1 Beorning Toll (LE)
- 1 Gondorian Rangers (LE)
- 1 Knights of the Prince (AS)
- 1 Lost in Free-domains (TW)
- 1 Nameless Thing (DM)
- 1 Thranduil's Folk (LE)

PLAY TIPS

Starting company:

- Umagaur
- Bolg
- Snaga (V1)

Main company goes for the orc factions, wolves and bats to complete the scenario. *Hog* in *Flame of Udûn* mode goes down the dwarf hold, to emerge eventually as the *Usurper* to complete his quest. Meanwhile either *Shagrat* or *Azog* enters play at Moria not for *Stinker* and a later run to Under-leas for the *Black Axe*. Extra characters are very important, since this deck lacks cancellers they will be useful as backups ;)

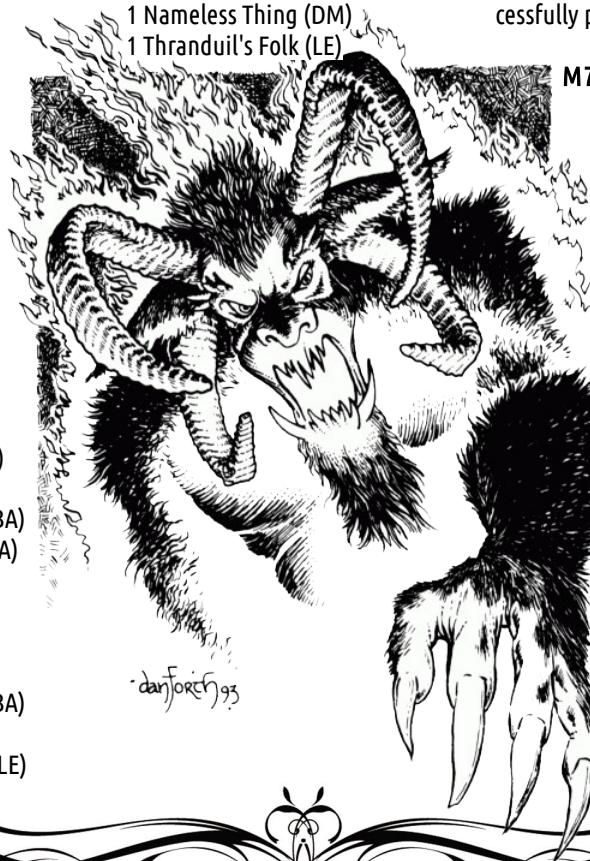
SCENARIOS

M6) Flame of Udûn the Lord and Usurper (1)

The Balrog actually fights, don't play *Stinker*, and only uses *Flame of Udûn* (fána). *The Balrog* successfully plays *Lord and Usurper*.

M7) Bolgs campaign (1)

The company of *Bolg* plays the *Great Army of the North* (influences at least 4 unique orc factions) and *Bolg* plays at least one wolf ally as well as *Great Bats*.



Thanks to
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deck possible.