

# ALATAR-DRAKES

40power

<b>C</b>	18.11	Edhellond	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 15 R. cards in sideboard 40 cards in H. deck, 00 H. cards in sideboard 15 cards in sideboard 7 characters in deck 41 starting cards 18 creatures <b>143 TOTAL CARDS</b>
<b>I</b>	28.17	Under-Deeps	
<b>F</b>	1.1	vs. Felagrog	
<b>A</b>	0.0	Thorin II & Balin	
<b>M</b>	1.1	Revenge	
<b>K</b>	9.20	Horrors of War	

## Deck Outline

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### *OVERVIEW*

Alatar, a wizard under the guidance of Orome, has taken upon himself to rid the North of the most intelligent and vile of Morgoth's creations – Dragons. One Dragon-lord will be targeted by Alatar's characters. Faction wars are noise to this wizard. Dwarves, an elf, and Man will sludge through desolate lands to put an end to any new threat from the Grey Mountains. Items of power and strategies of prowess are the songs for this player.

Four companies will point an arrow at any weakness of an old wrym.

Alatar will attempt to combat a Dragon-lord starting from Rhubar. Wormsbane and Scabbard of Chalcedony controlled by Fram Framson will be the man to thrust at the avatar. The Ranger will play Hollow of Thy Left Breast, but he must use it quickly else succumb to the corruption. Spells of purity will help him and others. Wizard's Flame is a great boost for the turn. True Fana will prevent a deadly creature of drawing closer. The Hunt can remove creatures detrimental to the Ringbearer.

Thorin II will take Oin and Fanar with two rings and a Bow of Yew to prevent a small, weak company away from a Dragon's Den. Bow of Dragon-horn will handle attacks not keyed to a site. Dragon Feuds can cancel a dragon or drake attack.

Balin and Relin II will start at Lorien. Four other dwarves will wonder around the Grey Mountains to hunt minions. They will shelter at the dwarf-hold made by King Under the Mountain. Dragonhelm will cancel one attack. Durin's Axe and Thane's Attire are there for the prowess since many dwarves are available to play. That triplet item is nice using Block. Gloin will become a leader. Relin II grew to 8 direct influence using Lesser Ring, Great Cup of Thrór, and Horn of Challenge. These beards may even steal items using This We Will Take. Ringil can be one item. Corruption is a problem. Free to Choose will be vital with the worse of items.

A one-mind Dwarf will use Cup of Farewell at Rhubar to grab useful minor items such as Arrows Shorn of Ebony to kill the rest of the dragon hazards. Other minors are food items that will be sent to the sideboard on the first exhaustion then played using New Supplies on either Logath Herdsman or Fur Traders of Dyr.

A More or Less Descent Giant is the only ally. Play him at the tapped new, dwarf-hold. No Strangers At This Time and Houses of Healing will be played on Vasaran Ahjo. That free-hold is two regions from Forovirkain and four regions to Rhubar. We Must Away can move a company between these two sites.

Many, many drakes are in the deck. Do not expect to play them much, but Dragon's Terror can get these cards out of the hand. Wound of Long Burden will be useable on most of your creatures. Slipped Treacherously is important. This event can tap Magic Ring of Savagery protecting a Dragon Den. Birth-Spot, Riches Gathered, Dragon's Sleep, Wings Under Trees, and Greater Storms are winds against Dragon-lords.

**RESOURCES** (40-15-25)

3	-1	<b>Crisfuin</b>
4	-1	<b>Dragon-helm</b>
2	-1	<b>Thane's Attire</b>
4	-1	<b>Durin's Axe</b>
4	-1	<b>Wormsbane</b>
2	-1	<b>Bow of Dragon horn</b>
1	-1	<b>Horn of Challenge</b>
1	-1	<b>Great Cup of Thror</b>
3	-1	Magic Ring of Nature
2	-1	Lesser Ring
2	-1	Lesser Ring
	-1	scabbard of chalcedony
	1	<b>dual item</b> (Ringil)
	2	Arrows Shorn of Ebony
	1	Forgotten Scrolls
	-2	<b>Dwarven Chainshirt</b>
	-1	Black Arrow
	-5	minor items
	1	minor item
	1	Bow of Yew
*		Elf-Stone
	2	A More or Less a Decent
	1	<b>Logath Herdsman</b>
1	-1	<b>Umli Traders</b>
1	1	Reforging
	-1	No Strangers At This Time

**5-5-22**

3		Block	W
2		This We will Take	
1		Gates of Morning	Penv
1		More Alert Than Most	pe
2		Marvels Told	Sa-r
3		Free to Choose	
*		<b>His Beard Long and Forked</b>	L
1		<b>Clad in Chain-shirts</b>	L
3		Dragon's Feuds	
2		<b>Resistance of Will</b>	
2		<b>Make Use of His Desire</b>	
2		We Must Away	
1		Withdrawn to Mordor	agent
1		Face Out of Sight	agent
1		Ordered to Kill	agent
1		Children of Aule	le
2		Song of Appeasement	
2		And Forth He Hastened	
3		New Supplies	
1		Horns, Horns, Horns	
1		<b>Own Thoughts and Devices</b>	pe
1		Ranger's Gear	pe
*		Draw Swords Together	pe
1		Cup of Farewell	pe
-1		An Unexpected Party	pe
-1		Houses of Healing	pe
1	1	Hollow of Thy Left Breast	
1		Smoke Rings	
x3		Longbottom Leaf	
2		The Hunt	wizard
2		Wizard's Flame	spell-3
1		True Fana	spell-3
-1		Sacrifice of Form	spell-3

**35-10-3**

**HAZARDS**(40/00)**18/0**

2	Ice-Drake	drake		1	2	15	x	NW
2	True Cold drake	drake		1	2	14	x	NW
2	True Fire drake	drake		1	2	13		WWW
2	Winged Cold drake	drake	x	1	2	13	x	WWW
2	Winged Fire drake	drake	x	1	2	12	x	WWW, SL
2	Rain-drake	drake		1	1	15	x	WWW
2	Land-drake	drake	x	1	1	8	x	W     rl
2	Snow-troll	troll	x	2	2	12	5	
2	White Wolves							

**22/0**

1	Twilight	S.env
3	Wound of Long Burden	P.play-stat
1	Dragon-sickness	
1	Shut Yer Mouth	
2	Half an Eye Open	
2	Dragon's Terror	
2	Dragon's Blood	
1	Slipped Treacherously	
1	Birth-Spot	
1	Riches Gathered	
1	Dragon's Sleep	
1	Wings Under Trees	
1	Greater Storms	
1	Fearful Sun	
<del>3</del>	<del>An Unexpected Outpost</del>	<del>recycle</del>

SITES		FD-0	BL-1	W-9	SL-2	DD-0	CS-1	UD-2	T-0	I-0
TR	Rhûbar		heal							
IH	Iron Hill Dwarf-H									
IH	Barak Shathûr		minor*							<i>dwarf-friend</i>
Dy	Olyvaud									minor (OW)
Li	Ligr Wodaize Berne									Berninga
Lo	Elyamû									Old Winyards
Dy	Yjuvît				men					<i>spirit-namer</i>
US	Lothragh Camp		m							minor
Fo	Logath Camp		m		men					Trained Falcon
Th	Canadras		m, M, ring		dragon.1s13					Galgrin's Hammer
HU	Shoreless Isles		m		bears					x
TO	Collarmount		hoard, G		dragon (1/13)					Emerald of the Mariner
TO	Celeb-Ost (adr)		Info, m, M, ring		traps, undead					Reforging
BS	Hollow Spire		hoard, G		dragon (1/14)					Wizard's Staff
BS	Mirror Halls		m, M, ring		traps					<i>entry</i>
xx	Rusted-Deeps		m, M		drake, sh					Kirrauko
xx	Ruins of Kheledkhizdîn		m, M, G, ring		traps, drake					Thane's Attire
Lh	Númenóreans Tomb		m, M		traps, undead					<i>hoard</i> -Ebony Arrows
Az	Tol Ringurthur		Info, m, M		spirits					Anything
MF	Zayandaur		Info, mh, M		spirits					Crist
Fo	Lar-huz		m, M		men					x
Fo	Nan Morsereg		Info, m		men					x
du	Ilpar-Karam		m, M, G, ring Adan Tomb (0)		undead					
Hk	Urcheldor		Info, m, M, G		rock.xw8					Dragon-Helm
US	Lugdruong		m, M		orcs.3w9					
Az	Shapôl Udûn		m, M, G		orcs.4w8, trolls.3w9					

CHARACTERS-7		13-5-4-5-2			
Alatar	10/10/6/9	W/Sc/R/Sa	WIZARD	Edhellond	
1 Pitää Kalasta	3/1/3/8*	W/D	M Jäakylat	t.to cancel Traps	
2 Ulvun	5/1/5/8*	W/R	M Ijuvit, Olyavud	+2DI.FurTraders	
1 Vanha	4/1/2/9*	R/Sa	Dú Bhold in NW	+2DI. umli/man in NW	
2 Fanar	5/1/5/9*	W	Na Lórien	+1DI.Elves, +1P.orcs,animals	
3 Thorin	8/2/5/8*	W/Sc/D	lb Blue	+2DI.Dw, +2DI.Blue MD, +3P.orc	
2 Relin II	6/2/5/8*	W/R	sb Azagarbhun	+2DI.If/Sb	
1 Oin	3/0/3/8*	W/R	lb Blue	1CP; +1P.orcs	
2 Balin	5/2/4/7*	W/Sa	lb Blue		
2 Glóin	5/2/5/7*	W/D	lb Blue	+1DI.Dw	
1 Dworin	4/0/5/8*	W	if Núrunkizidin	+1DI.Dw; +1P.drake/orc	
1 Kili	3/0/3/8*	W/Sc	lb Blue	1CP; +1P.orcs	
Fili	2/0/2/8	W/Sc	lb Blue	1CP; +1P.orcs	
Nori	2/0/4/7	W	lb Blue	1CP; +1P.orcs	
Dori	1/0/3/6	W	lb Blue	1CP; +1P.orcs	
Ori	1/0/2/7	W	lb Blue	1CP; +1P.orcs	
Bombur	1/0/3/6	W	fb Blue	1CP; +1P.orcs	
Dwalin	1/0/2/7	W	fb Blue	1CP; +1P.orcs	
1 Glorin	4/0/4/8	W/R	sf Azg, BF, Md	+1P.OM	
19/25 (20+5) GI		Hand-8	MP: 18, Mind-51		
#1					
Alatar	10/12/8/10	W/Sc/R/Sa	2 W	crisfuin, Form	
Pitää Kalasta	3/1/3/8	W/D	3 M3	horn, black	
Fram	5/0/8/8	W/R	3 M5	wormsbane, scabbard	
Vanha	4/1/2/9	R/Sa	-1 Du4	Namer <two minor items>	
#2 Eastern Blade		<An Unexpected Party>			
Thorin	8/8/5/8	W/Sc/D	1 lb8	LR.lessor, elfstone	
Oin	3/0/3/8	W/R	1 lb3	MG.nature	
Fanar	5/1/5/9	W	1 na5	yew	
#3 Blue Hammer		start at Lorien			
Balin	5/6/5/11	W/Sa	2 lb5	dragonhelm, chainshirt	
Dworin	4/0/9/9	W	3 if4	durin's axe	
Nori	2/0/4/8	W	1 lb	<two minor items>	
Relin II	6/8/5/9	W/R	3 sb6	LR.lessor, cup, challenge	
Glóin	5/1/7/11	W/D	3 lb5	thane, chainshirt, Beard, Clad	
Kili	3/0/3/9	W/Sc	1 lb3	<two minor items>	
If Lord Thorin has KUTM, then he will be replaced by Narin.					

## OBJECTIVE

Alatar requires 79 card points, not including the items from his Avatar, to make this deck of the Dragon-country. This wizard is to pinch into a crevice any Dragon-lord or minion avatar found near Withered Hearth. One turn dwarves will combat with the minions and the following turn Alatar combats the Dragon-lord. Dragon hazards and Roused factions will be targeted. No battles will be fought by this player. Four hoard items can easily be played again in the area by Iron Hills. Dragon-helm can be played again at Urcheldor.

This deck assumes that King Under the Mountain was not played. If it was played, then Lord Thrain will play Mining Settlement on the site allowing, by Fate rules, any hero dwarf to heal at the site and the KUTM will be given to the Dwarf-lord for the Power Decks.

## CHARACTERS AND COMPANIES

Heroes from three players will form the companies of Alatar. Moving among the desolate waste of the north will be dangerous: away from healing, away from playing characters, and near deadly creatures. Two-thirds of the heroes will be dwarves. Some characters will face strikes while others will carry the minor items for the long journey. Rhubar will be the main haven. The hazard limit can be huge, but that is the price to pay to stall a Grey Player far from living lands. Many items start play burdening the heroes with corruption. A pile of 51 mind are among the starting characters. All but one of the characters is a Warrior.

Three companies will often move and one will stay. The company at the haven is there to use Cup of Farewell to grab minor items from the sideboard. Alatar's company will hunt Dragon-lords. Eastern Blade will play items. Blue Hammer will combat Dragon-lord minions.

### #1

Alatar	10/12/8/10	W/Sc/R/Sa	2 W	crisfuin, Form
Pitää Kalasta	3/1/3/8	W/D	3 M3	horn, black
Fram	5/0/8/8	W/R	3 M5	wormsbane, scabbard
Vanha	4/1/2/9	R/Sa	-1 Du4	Namer <two minor items>

The wizard's company will start at Rhubar. Alatar will have Crisfuin and Sacrifice of Form for 12 DI. This will allow him to have three strong followers and carry 2 CP. Crisfuin will store the high cost combat spells: Wizard's Flame and True Fana. Alatar is not a Diplomat. Pitää Kalasta is a 3-mind W/D Man with the special ability to tap canceling a Trap attack. He will carry Bow of Dragon-horn to weaken a Hunt hazards. Fram is the Ranger for the company. He has a strong 8 prowess with Wormsbane and 13 prowess against Dragons/Drakes. That sword is sheathed in Scabbard of Chalcedony. He will be the character to have Hollow of Thy Left Breast for three corruption points. Think about giving him Adamant Helmet so to be immune to Dark Enchantments, which will discard that Stolen Knowledge event. The event and the helmet will give him five corruption points. Ranger's Gear may help with corruption. Vanha is the Sage; she has a high body to increase her chances for survival. Vanha is a spirit-namer and will play Marvels Told. Spirit-namer will be played on Vanha even though she is already is a Spirit-namer. She will gain +1 to CC. The hoard bow item and two 8+ prowess characters will allow this company to kill a normal three strike dragon attack not keyed to a site.

### #2 *Eastern Blade*

<An Unexpected Party>

Thorin	8/8/5/8	W/Sc/D	1 lb8 LR.lesser, elfstone
Oin	3/0/3/8	W/R	1 lb3 MG.nature
Fanar	5/1/5/9	W	1 na5 yew

The second company, Eastern Blade, will be a platoon of dwarves. They start at Rhubar. An Unexpected Party will allow many dwarves to be in the company. Place the 1-mind and 2-mind dwarves with this company. They will gather the items. Thorin II is the main dwarf. This Longbeard has a Lesser Ring and Elf-stone for 8 DI to control Oin and Fanar. Oin has a Magic Ring of Nature to cancel attacks. Fanar has a Bow of Yew to reduce the body of strikes – great if joining with the wizard’s company. This company will combat smaller, weaker dragon-lord minions away from a Dragon’s Den.

<b>#3 Blue Hammer</b>		start at Lorien	
Balin	5/6/5/11	W/Sa	2 lb5 dragonhelm, chainshirt
Dworin	4/0/9/9	W	3 if4 durin’s axe
Nori	2/0/4/8	W	1 lb <two minor items>
Relin II	6/8/5/9	W/R	3 sb6 LR.lesser, cup, challenge
Glóin	5/1/7/11	W/D	3 lb5thane, chainshirt, Beard, Clad
Kili	3/0/3/9	W/Sc	1 lb3 <two minor items>

Blue Hammer starts at Lorien. They will move with many wounded to hound minions among the Grey Mountains. The command event Clad in Mail-shirts for +1 body and +2 against non-combat attacks, like dragon-fire. Balin has Dwarven Chain-shirt and Dragon-helm for 11 body and six DI. He controls Dworin and Nori. The Ironfist has Durin’s Axe for 9 prowess. Nori will have his normal 4 prowess and carry minor items. Relin II has Lesser Ring, Great Cup of Thror, and Horn of Challenge for 8 DI and three CP. He controls Gloin and Kili. Gloin has Thane’s Attire and Dwarven Chainshirt for 7 prowess, 11 body, and 3 CP. He is also a Diplomat and leader with His Beard Long and Forked. As a leader he will have Clad in Mail-shirts. Corruption will be a problem with three dwarves having 3 corruption points. They will start at Lorien. There, they can reach The Wind Throne in Grey Mountain Narrows. Iron Mountains will allow easy movement into Foroviakain.

The three core companies will use 19 GI. There are few reserves. There are six 1 or 2 mind dwarves. Have a 1-mind dwarf at Rhubar keeping Cup of Farewell in play. Draw Swords together allows the playing of the grey agent Glorin at any haven.

## ALATAR & SPELLS

Alatar will use two offensives spells. There are two common spells and Sacrifice of Form. He will carry *Crisfuin* to heighten his strength. The staff will help in influencing, prowess and playing spells. His DI will be used mostly to have followers. This staff grants +3 prowess against magic-users. Most likely this is only useful against an avatar.

His wizard-specific card, The Hunt, will kill troublesome creatures. This event is important to kill creatures will trouble the Ringbearer.

Two spells will be casted. *True Fana* will be used to kill big creatures if you think you can beat the body checks or when using The Hunt. *Sacrifice of Form* helps Alatar immensely. *Wizard’s Flame* is good for general fighting and automatic-attacks by modifying the prowess of all characters by +2 for the rest of the turn. *True Fana* fails all strikes from an attack with a roll and the wizard’s prowess is greater than the attack’s prowess. This should allow facing two



tough AAs or creatures.

## ITEMS

Greater, major & minor items comprise the armory of Alatar. A *Reforging* will already be on Thane's Attire. Bearer is given +2 prowess and +2 body. That item is a triplet item: weapon, shield and helmet. It allows keeping Block in hand after the bearer uses the event.

Crisfuin is a greater item for use by the wizard. It has 2 CP with a boost to DI and prowess. It has +2 prowess against magic-users. The bearer can place a spell with this staff, but must make a CC at -2. Success means the spell can be played at any time without an accompanying CC. Only one spell in the deck has a CC with a penalty worse than -3. The stored spell can be played as if from hand with no accompanying CC. The staff can be tapped at any time to prevent a magic-user with a mind lower than 10 at the same site to use magic that turn.

Wormsbane is the prime weapon to attack Smaug the Golden. Anyone will have +2 prowess to max. 9. Against Dragon and Drake strikes +4 prowess to max. 12 and -2 to strike's body. These are great abilities for two corruption points and not being a hoard item.

Durin's Axe is a major item used by a Dwarf for +4 prowess. This item will be needed to kill minions. Almost any of the Dwarves can use this item. It will also have +1 to move. Two Dwarven Chain-shirts will boost the body of two Dwarves by +1 and give no CP.

Dragon-helm is another item from the First Age. It will cancel worm attacks proving to much for you and is there for influence. It gives +1 prowess, +2 body (max. 10), and +3 DI for two corruption points. The influence bonus is vital to this player. The item can cancel the Lair's normal automatic attack to allow the At Home Dragon to be faced better.

Bow of Dragon-horn is tapped by a Warrior to reduce an attack by one strike if the hazard creature attack is not keyed to a site.

Great Cup of Thor is a unique hoard major and treasure item; this item can be discarded to automatic pass a Burglary roll. But it is included for its +2 DI against dwarves.

Horn of Defiance is a legendary, hoard, greater, and instrument item. Songs of Old will be helpful for this item to untap the item. This item grants +2 DI to the bearer. If Reforged, then it can tap to allow bearer to face all strikes from an attack.

Three ring items are included to help with having more strong characters and to cancel attacks. Magic Ring of Nature is for Rangers. Lesser Ring can be used by anyone for zero CP.

Arrows Shorn of Ebony, minor item, will aid in killing dragons and spawn creatures by modifying the first strike not keyed to a site by -1 prowess and -2 body if used by a Warrior. If that first strike fails, then all subsequent strikes are defeated. There are two copies of this item.

Black Arrow with Bow of Yew reduces any strike by -2 prowess and -2 body. Wizard's Flame will further modify it by -4 prowess and -2 body. Scabbard of Chalcedony makes it now -4 prowess and -3 body. If facing a hazard creature attack not keyed to a site, then Arrows Shorn of Ebony modifies one attack by -5 prowess and -5 body. With the wizard's company joining Eastern Blade give the scabbard to Thorin II and his 5 prowess will become 10 prowess. Then let Alatar and Fram use their pseudo-prowess of 10+ to defeat the attack.

Elf-stone is there to control 5-mind Fanar using 2 DI. Bow of Yew is used by a Nando or Silvan to modify any strike by 1 prowess and 1 body. Black Arrow is similar but is discard by a non-Man user. Scabbard of Chalcedony is a hoard item reduce the body by one of strikes. Forgotten Scrolls is a Lost Knowledge item there to help play Hollow of Thy Left Breast.

You have many food items. Up to 6 minor items will be given to the host. Select food items

that can be discarded such as Cram, Healing Herbs, Potion of Prowess, and Miruvor. Exchange five food items during first deck exhaustion allow New Supplies some use.

Try to put in the deck on item, maybe dual, which the Dragon-lord has in play. Use This We Will Take to steal the item and anger the enemy.

Ranger's Gear nullifies the corruption points of minor items controlled by a non-Hobbit, non-Sage, non-Diplomat Ranger that the item names the rangers skills or race. Fram Framson will carry Black Arrow or Arrows Shorn of Ebony. The permanent-event is discarded if the target fails to attempt to move.

## ALLIES

Two copies of A More or Less a Decent Giant will give another entity to face tough strikes. Play this allow either in Eorstan or in Grey Mountains at a vacated Lair.

## FACTIONS

Umli Traders and Logath Herdsman are in the deck. They will be used to play minor items and New Supplies.

Horns, Horns, Horns will shuffle discarded factions. This is will help other hero players.

## MISSIONS

Reforging is there to repair Thane's Attire. You need to move close to a Dragon Den to play Hollow of Thy Left Breast.

Houses of Healing and No Strangers At This Time will already be played on a site. Likely, this will be Vasahan Ahjo. You need a place of healing away from havens allowing the use of Own Thoughts and Devices, which allows a character to tap and draw a card. That permanent-event is discarded when target is at a haven.

Hollow By The Left Breast is a Stolen Knowledge event requiring Information, but can only be played on a Scout or Ranger. Its playability is limited to a Lair or Border-hold in the Northern Rhovanion. Discard the event during a body check of a Dragon-lord at the same site to automatically fail that roll. Only dark enchantment or killing of a Dragon can discard this resource. The event brings 1 CP.

## GATES OF MORNING

Two copies of Gates of Morning are in the playdeck. Only one event is affected by the environment. **More Alert Than Most** is a permanent-event that will help defeat attacks. The number of strikes of any attack that chooses defending characters is reduced by one. Gates of Morning reduces it by two strikes. Bow of Dragon-horn can then reduce Daelomin, Scorba, Lomaw, Throkmau aHunts to a single strike. Pits of Angband can make the bow moot.

Fram (Wormsbane, Bow) Th(\*0/5), Lm(\*-1,5), Dm(-2,5), Sb(-3,5)

## NORTHERN WASTE AND GREY MOUNTAINS

You will be traveling short distances from the pack regions. **Dragon Feuds** will cancel wrym attacks whenever you have one of your dragons or drakes in hand. Play the event during the Organization phase. Now you can discard a Dragon or Drake hazard creature to cancel such an attack against any of your companies. You have nine drakes in the deck. On average, you should draw one drake per turn to have one ready for use.

Combat will be from regular movement and CvCC. And lots of it. **Block** prevents a character tapping to face a strike. It is for Warriors. **Clad in Mail-shirts** give +1 body to all dwarves in the company and +2 prowess against non-combat strikes. **Children of Aule** give +1 body to all dwarves in play (in the Division). But it is a Long Event useful once a deck,

**This We Will Take** is played during combat to steal an item with a roll that is modified +2 by avatar and number of characters in company. Resistance of Will hinders influence attempts against one of your characters or cancels an offering or flattery attempt on a character. Expect Dragon-lords to sway your characters. **Make Use of His Desire** is an Offering Attempt by a Diplomat when combat is declared by a Dragon. Success cancels combat and you can fetch a card from playdeck or discard pile [maybe in fate to allow the Dragon to take the item]. **Song of Appeasement** is played after facing one of several creature attacks. Discard the resource event allows the discarding of any hazard permanent-event or long-event. Another option if tapping is a good chance to reduce the hazard limit.

**We Must Away** moves a company with two dwarves an additional region and untaps all characters. **And Forth He Hastened** untaps any character in a Wizard's company. This is good to have a character untap anytime you play the event.

**Marvels Told** is for Sages to discard any non-environment permanent or long event. With time away from havens remove hazards on the characters. **Pledge of Conduct** is for Diplomats. It allows one making a CC to immediately transfer one item. This is in effect a +2 to the CC. Use this resource on your high-mind characters. Two copies start in the sidebar since the other decks will have fewer characters burden with more corruption. **Free to Choose** reduces a normal 3 CP item by 2 CP (by 3 if Gates of Morning is in play). Two items fall in this category (Durin's Axe, Thane's Attire).

## AGENTS

Few if any agents will trouble Alatar. Withdrawn to Mordor will discard an on-guard card or handle an agent either by discarding the agent (Mind 5 or less) or taken to hand. Ordered to Kill helps wound agents that otherwise will stir trouble. Face Out of Sight slows agents by taking them to hand if an agent is wounded or tapped. Other hero players will benefit from these resources.

## GREY PLAYERS

There are a few variants of the Grey Players with a Power Deck versus Heroes. Smaug the Golden will help Alatar to send characters three regions to Woodland Realm or Heart of Mirkwood to combat minions from Dol Guldur or into Nuriag those from Mordor.

A KUTM Border-hold in Grey Mountains is great against all the Dragon-lords. Dwarves at that site can move south into Gundabad, Anduin Vales or Southern Mirkwood to combat minions.

## MARSHALLING POINTS

Alatar will have little MP from other players and his own since he has just one faction. The only possible route for this player is to gain 20 Kill MPs. Half of those will be acquire during the Avatar Deck. Therefore, combat will be frequent for this player.

C=11 Most of the heroes are 1-MP. There are 19 such MPs. Expect many dwarves to be killed – especially the low-mind dwarves.

- I=17 Most of the heroes have only one item. If one is killed, then the item can be transferred keeping it in play. Most of the items are expected to be kept in play.
- F=1 Fur Traders of Dyr is your only faction.
- A=0 There are no allies.
- M=1 Reforging and the light enchantment will give 1 MP.
- K=20 The MPs you bring into this deck will be dragon creatures. The remaining MPs will be from minions killed in combat.

### **PLAYDECK MANAGEMENT**

There are many resources in the sideboard. Four minor items will be grab using Cup of Farwell. Put four minor items and Smoke Rings for each exchange. Alatar taps twice to put 10 resources in the discard pile for the next deck (New Supplies x3, We Must Away x2) & (Hollow, Horns, This We Will Take x2, dual item). The avatar will tap to shuffle Smoke Rings when you need to shuffle a discarded card.

## HAZARD

You are playing drakes, some trolls, and wolves to punish those in the Northern Waste. Several hazard events target Dragon-lords.

## CREATURES

You have 18 creatures in the deck. Your creatures can hit everything but safe places and Coastal Sea. But that is ok. You just want to tap minions or wound minions. Either the creatures are focused for those in the Northern Waste or in the Under-Deeps used as AA.

Ice-drake is a little weaker with 15 prowess, but found in a few regions and has two strikes. It can bother the Eriadorian (Elven Shores, Forochel, Angmar), Wilderland (Gundabad, Narrows, and Withered Hearth).

True Cold-drake is your big roaming creature one less prowess than Ice-Drake; it has two strikes. Instead of attacking Elven Shores it roams Numeriadon and Iron Hills.

Winged-Cold drakes have a tough 13 prowess for two strikes, but need triple Wilderness. It does choose defender characters to keep it alive against a large company.

True Fire-drake is a land-drake at 2 strikes with 13 prowess. It needs triple Wilderness. Doors of Night reduces playability to double Wilderness.

Winged Fire-drake is similar. It has two strikes with 12 prowess, but chooses defending characters. It also needs triple Wilderness, but can instead use double Shadow-lands. Lord Dain will be burned if he decides to enter Forovian through Dragon Gap. Thrushes are not found there.

Land Drake are easy to play at Ruins and Wilderness. They will be killed, but you can tap a low prowess character.

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

White Wolves will hound minions in the Northern Waste. It can be keyed to any site in that territory. An attack of 4 prowess with 9 prowess will tap anyone. It has a 5 body to increase its chances for play again. Some hazards increase its range south that may allow it to attack those in Eriador or Wilderland including Old Pukel-land, Anorien, Ithilien, and Khand.

Snow Troll is a Northern Waste creature with similar stats of 2 strikes with 12/5. It has a wide range of regions that are non-Coastal Sea regions in the Northern Waste including Ruins and Lairs in that territory. If the company has no Ranger, then attacker chooses defending characters. Bonds of Winter and Fell Winter allow this creature to be keyed to any Northern Waste and adjacent regions. It will be easy to play when Smaug's minion move to Withered Hearth.

Sites/Regions Playability

-	FH:				
-	BH:				
2	RL:	Land			
-	SH:				
-	DH:				
-	UD:				
<hr/>					
	FD:				
-	BL:				
2	W	Land			
-	WW				
8	WWW	True FD	Winged FD	Winged CD	Rain
2	SL		Winged FD		
-	DD				
-	CS				
<hr/>					
	NW	W		Ice-drake	True CD
	NW	CS		Ice-drake	

## *Hazard EVENTS-22*

### Base cards-1

Twilight will remove Doors of Night.

### Corruption/Disease - 8

Wound of Long Burden is used by 14 of your creatures. This corruption card is played on a character facing 12 prowess strike. Success keeps the card in play lowering the body by one and giving one corruption card.

Shut Yer Mouth reduces the targets DI by two. Give this to leaders. The roll to remove is high at a 7 mark.

**Gnawed with Words** can tap any Sage or Diplomat if another character with the same skill is in his company, or at his current site, or at his new site. This may be difficult to play since not many overt minions are Sages or Diplomats. But you may be successful if the site is a Darkhaven.

The corruption checks will be forced by Dragon-sickness if the target carries a major or greater item.

### Main Theme: Stat Buster - 7

Something Has Slipped is nice when you wound a minion (-2P), but it is only good during a turn when you wound a minion.

Half an Eye Open allows you to assign the first strike of a drake attack, which you can target to kill or wound so other hazards can be triggered. Else it can be revealed on-guard upon the announcement of a burglary attempt giving a -5 modification.

Dragon-blood forces a body check on character that faced a Dragon or Drake strike if the strike failed, but the hazard is played before the dice roll.

Dragon Terror is Dark Enchantment to tap a minion for every card you discard. This is great for those low frequency hazards that will clog your hand. A roll is made and the character taps if the roll is greater than his mind. Use this even with the 8 prowess drakes just to tap.

### Support Cards-6

Dragon's Sleep risks the Dragon to return to his site of origin if moving away from one of his dens. You can use this card to keep safe from a Dragon-lord if you moved near to its reach such as Withered Hearth. Visit Collarmount with Lomaw the Old is at one of his other dens.

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

Riches Gathered is played on a Dragon-lord fueling his jealousy of wealth. The target attacks at the end of this ORG phase those in his company bearing an item at a number dependent on his stage points. Roll: 3- none, 3,4,5=1 6,7,8=2 9+=3 characters. The hazard event is discarded when any opponent plays an item stored at the Dragon-lords home site. Expect a valuable Voices of Malice to remove the hazard.

Greater Storms is an Environment Short-event playable on a flying company. Either all characters and allies are tapped or the company is no longer flying. The latter can change the site

path to no more than an adjacent site. This can leave a winged-dragon vulnerable away from a Dragon's Den.

Wings Under Trees is a short-event that lands a flying company moving to Mirkwood or with only Wildernesses in their site path. Now, the prowess of each character and ally is modified by -3 (minimum of 6). Dragon-only companies are no longer considered winged, but can still move up to six regions if winged. This many cause a Dragon-lord to not engage in combat that turn.

### Cycle 3

~~An Unexpected Outpost will bring in from the sideboard those hazards in your main theme.~~



<b><math>32x2=64+5a+3b+2d+5f=79</math></b>	<b><i>Fellowship</i></b>	<b><i>To</i></b>	<b><i>From</i></b>
*Emerald of the Mariner	bow of yew	Gandalf	Thranduil
*Galgrins Hammer	Durin's Axe	Evermist	Thorin
*Kirruako	Dwarven Chain-shirt	Evermist	Thrain
*Wizard's Staff	Elf-stone	Gandalf	Guild
*Lost Tome	Dwarven Chain-shirt	b1	Thrain
*Old Winyards	Wormsbane	b2	Thorin
*Cram	Bow of Dragon-horn	b3	Dain
*Crist-I-Sûlhoth	Forgotten Scrolls	Evermist	Pallando
	Great Cup of Thror		Thorin
	Horn of challenge		Dain
	Krisfuin		Pallando
	Lesser Ring		Valdacli
	Lesser Ring		Valdacli
	Magic Ring of Nature		Saruman
	Miruvor		Elrond
	Scabbard of Chalcedony		Dain
	Duel Item/Ringil		f5
*Trained Falcon	A More or Less a Decent	d1	f1
*Trained Falcon	A More or Less a Decent	d2	f2
*Berninga	Logath Herdsman	Gandalf	f3
	Fur Traders of Dyr		f4

*Smoke Rings	Children of Aule
*Smoke Rings	Block
*The Hunt	Block
*Gates of Morning	No Strangers at this Time
*Marvels Told	More Alert than Most
*When I Know Anything	Horns, Horns, Horns
*Risky Blow	An Unexpected Party
*Risky Blow	Own Thoughts and Devices
*Risky Blow	We Must Away
*Many Foes He Fought	We Must Away
*Many Foes He Fought	Houses of Healing
*Many Foes He Fought	And Forth He Hastened
*Ford	And Forth He Hastened
*Ford	Ranger's Gear
*Ford	More Alert Than Most
*FT in Wilderness	Dragon Fueds
*FT in Wilderness	Dragon Fueds
*FT in Wilderness	Dragon Fueds
*The Old Thrush	Free to Choose
*The Old Thrush	Free to Choose
*The Old Thrush	Free to Choose
*Song of Appeasement	Face Out of Sight
*Rushed Along Recklessly	Ordered to Kill
*Spring of Arda	New Supplies
*Spring of Arda	New Supplies
*Ancient Stair	New Supplies
*Dwarven Cunning	This We Will Take
*Dwarf-friend	This We Will Take
*Armory	Make Use of His Desire
*Flame of Anor	Make Use of His Desire
*Wizard's Fire	Wizard's Flame
*Spirit-namer	Song of Appeasement
A1	Clad in Mail-shirts
A2	His Beard Long and Forked
A3	Resistance of Will
A4	Resistance of Will
A5	Withdrawn to Mordor