

ALATAR-DRAKES

50avatar

C 7 Elyamû	RESOURCE DECK/HAZARD DECK 40 cards in R. deck, 27 R. cards in sideboard 40 cards in H. deck, 13 H. cards in sideboard 14 characters in deck 8 starting cards 17.5 creatures DC: 28res+19haz+11char=58 142 TOTAL CARDS
I 7 Illuin	
F 2 vs. Lomaw	
A 1 Northern Waste	
M 2 Warriors	
K 13 Horrors of War	

Deck Outline

Overview
Resources
Hazards & Sites
Characters & Companies
Summary
Alatar the Hunter
White Council
Fellowship
History

OVERVIEW

Alatar, a wizard of prowess and authority, has placed himself in the north. His cousins are far away working with their own designs and little hope is there for the people of the Illuin Mountains. This land is infested with hunting dragons and demons with the power of fear. A force must be gathered to prevent dragons from desolating the land and threatening Rhovanion and Gondor. Dragons and denizens of the north prowl the land and are moving southward to conquer the dwarves of the Iron Hills. Mordor from the south is drawing men from the east to marshal for a grand war. A Dragon-lord of Ice will lay claim the Illuin Mountains using a mass of foul soldiers.

His designs are to assist the Free Peoples of Middle-Earth through marshalling of warriors and dispelling the Waste of its denizens. The Elves of Taur Romen will offer their home as a Haven. He is skilled with weapons and hunting of beasts. Rhûn is an unknown land to the sages of Gondor and beset with evil men. The Northern Waste borders to the north and is home to foul creatures bred by Enemy in deep pits in a long forgotten time.

His power will draw Shadow forces out of Mordor to him. Victory is not the objective, but the goal to empty Mordor for the Ring-bearer. Hunting and stealth will quiet the Northern Waste of banes for the dwarves to be unburden in their quest to kill Smaug. A focused plan against this new threat of Morgoth's Legacy is underway on the tundra and to prevent its move southward.

A group of warriors will hunt the beasts in the North and another company will play items needed for the hunt. Vidugavia will protect his southern flank and Lord Dain to the west. Many potent artifacts will be needed. Leadership will make ordinary men into extraordinary heroes. Alatar will be proactive with his forces. Quick and deadly strikes are needed to cover the wide lands. Many warriors will not return to their families

Changes to the resource deck are minimal to the cards that ended the practice game. The initial deck included travel in the Under-deeps. Now, effort will be made to play up to five minor items pure deck. Lomaw the Old will be more of a threat causing the use of these items.

+

Noldo-lantern was removed for Dragon-helm. The bonus of the helmet are the best for this player. Elrond has the flash light in his deck. A surface site now allows under-deeps items to be found. Black Arrow was removed since King Vidugavia has it in his deck. The bolt would have made this deck too powerful to kill dragons. Instead, Old Winyards and Twice-Baked Cakes were added to help play minor items under Armory. Both food items will allow the play of another minor item at the site when the item is played. Then Old Winyards can be discarded for the play of another item. Two sites in the Illuin Mountains otherwise do not allow items. Two Dwarven Cunning cards remove to have three less resources in the sideboard.

+

Hazard changes to creatures includes less Animals for more drakes. Snow-lion, Barrow-wight, and Boars were removed. For Ice-Drake x2, Were-worm x3, Ghosts x1, Cave Worm x2. These new creatures are more of a threat to Lomaw and those in Angmar, Gundabad.

+

Many anti-DragonLord events added to replace Nothing to Eat or Drink x2, Snow Blindness x2, Neither So Ancient Nor So Potent x1. Three more hazards added to sideboard. Added cards include: Wielder's Curse, Insatiable Hunger, Dragon's Sleep, Last Threads Loosed, Birth-Spot, Spirit-Crime x3, Devouring Wyrms.

+

Character changes included removal of two Dwarf-miners for Wyrmslayer agent and Karaag the Gnome. Seyran replaced by Pathfinder.

RESOURCES (40/27)

3	3	1	Wizard's Staff
4	4	1	Dragon-Helm
4	4	1	<i>Belegennon</i>
2	2	1	<i>Ringil</i>
3	3	1	<i>Galgrins Hammer</i>
2	2	1	<i>Crist-i-Sûlhoth</i>
		1	<i>Healing Rune-knife</i>
		2	Arrows shorn of ebony
		1	<i>Old Winyards</i>
		1	Healing herbs
	*		Miruvor
	*	1	Potion of prowess
2	2	1	<i>Berninga</i>
		1	<i>Logath Herdsman</i>
1	1	1	<i>Fur Traders of Dyr</i>
1	1	1	<i>Losrandir</i>
1	1	2	<i>Trained Falcon</i>
		1	<i>Lumipallo</i>
1	1	1	When I Know Anything
1	1	2	Reforging
3	3	1	The Windlord Found Me

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Quest

The Glory of Their Arms

3	Many Foes He Fought	W
3	Ford	R
3	Fair Travels in Wilderness	
3	The Old Thrush	
3	Marvels Told	Sa-r
2	Gates of Morning	Penv
1	<i>Grinding Ice</i>	Lenv
3	<i>Rays of Helecthil</i>	
1	<i>Resistance of Will</i>	
1	<i>Song of Appeasement</i>	song
1	<i>Wind-whisperer</i>	light
1	<i>Aura of Aman</i>	pe
1	<i>Hithailin</i>	pe
1	Cup of Farewell	pe
1	Armory	pe
*	<i>Potion of Warming</i>	pe
1	<i>Snow-runners</i>	pe
1	<i>The Road Goes Ever On</i>	pe
1	<i>Focused Staff</i>	pe
1	<i>Morinehtar</i>	pe
3	Smoke Rings	
2	Longbottom Leaf	
2	The Hunt+	wizard
1	Wizard Uncloaked	spell-2
1	Wizard's Fire	spell-4
1	True Fana	spell-3
1	Sacrifice of Form	spell-3
1	<i>Flame of Anor</i>	pe

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HAZARDS(40/13)**18/5**

3	Were-worm	drake	x 2 1 13 6	WWW	
3	Ice-Drake	drake	1 2 15 x	NW	
3	True Cold	drake	1 2 14 x	NW	
3	Winged Cold	drake	x 1 2 13 x	WWW	
3	Lassaraukar	demon	x 2 2 10 8	WWWW	
2	White Wolves	wolf			o22
3	Ice-Orc Foragers	orc	1 3 7 x		
1	Daelomin At Home	dragon			
1	Gostir at Home	dragon	hazards (Ice,Cold) > +1P/+1B or B=4.		
1	Angurth aHunt	dragon			o2
0	Alatar the Hunter				

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2	Twilight	S.env			
3	Wound of Long Burden	P.play-stat			
3	Spirit Crime	P.corruption			x333
1	White Vision%	P.disease			x2
1	Insatiable Hunger	P.avatar-dragon			x2
1	Dragon's Sleep	S.roadblack-dragon			x2
1	Last Threads Loosed	P.char-			x2
1	Birth-Spot	P.avatar-dragon			x2
2	Known to an Ounce	S			
1	Redoubled Force	P			
2	Something Has Slipped	P			
1	Shifting Paths				
0\$	Like the Crash of Battering Rams	S			o111
3	Half an Eye Open	S			
2	Lost in the Wilderness	S.limit-wilderness			
1	Will Shaken	P.			
1	Summons From Long Sleep	P			
1	Watchful Peace				
3	An Unexpected Outpost	S.recycle			

SITES	FD-0	BL-1	W-10	SL-2	DD-0	CS-1	UD-2	T-0	I-0
TR	Rhûbar		heal						
IH	Iron Hill Dwarf-H								
Dy	Olyvaud						Fur Traders of Dyr		
Lf	Ligr Wodaize Berne						Berninga		
Lo	Elyamû						Old Winyards		
Dy	Yjuvit			men			Lumipallo		
US	Lothragh Camp	m					*		
Fr	Logath Camp	m		men			Logath Herds, Trained Falcon		
Th	Canadras	m, M, ring		dragon.1s13			Galgrin's Hammer		
HU	Shoreless Isles	m		bears.2w7			Crist		
GM	Steel Fell	m, M, G, ring		Urial			Ringil		
TO	Collarmount	hoard, G		dragon.1w13			Belegennon		
TO	Celeb-Ost (adr)	Info, m, M, ring		traps, undead			Losrandir		
BS	Hollow Spire	hoard, G		dragon.1w14			Wizard's Staff		
BS	Mirror Halls	m, M, ring		traps.3w9			Healing Rune-knife		
Lh	Númenóreans Tomb	m, M		traps.2w7, undead.2w8			hoard-Ebony Arrows		
Az	Tol Ringurthur	Info, m, M		spirits.3w8			Anything		
MF	Zayandaur	Info, mh, M		spirits.3w8			Reforging		
Fo	Lar-huz	m, M		men			x		
Fr	Nan Morsereg	Info, m		men			x		
ud	Grop-Kûlkodar	Info, m, M		drake.2w11, Sh/Dh			Reforging		
Hk	Urcheldor	Info, m, M, G		rock.xw8			Dragon-Helm		
US	Lugdruong	m, M		orcs.3w9			x		
Az	Shapôl Udûn	m, M, G		orcs.4w8, trolls.3w9			Windlord		

CHARACTERS-10		14-6-7-5-0		
4 Alatar	10/10/6/9	W/Sc/R/Sa	WIZARD	Edhellond
1 <i>Mallorn</i>	3/0/2/9*	W/Sc	na	Rhûbar, elf-hold W
2 Raudabern	6/1/5/8+	W/R	M	Wodaize Berne +2DI.Umit; +2 Berninga
2 Fram	5/0/6/8+	W/R	M	Framsburg +3P.dragon/drake
2 Ulvun	5/1/5/8*+	W/R	M	Ijuvit, Olyavud +2DI.FurTraders
1 <i>Wood-elf</i>	3/0/3/8*	W/R	sv	Rhûbar, elf-hold W t.Animal/Plant
1 Vanha	4/1/2/9+	R/Sa	Dún	Bhold in NW +2DI. umli/man in NW
1 Marin	4/0/4/8+&	W/R	Um	Vasaran Ahjo
1 Galgrinic	5/1/4/7+	W/Sa	Um	Vasaran Ahjo +2DI.Umli; +1P.worms
1 Roin	2/0/3/7+	W/Sc	Um	any Umit +1P.at or moving in NW
1 <i>Shipwright</i>	3/0/3/7*	W/Sa	sd	Grey Havens, any elf-hold port
1 Pitää Kalasta	4/1/3/8*	W/Sc	M	Jaakylat, PiSat Namer, +1P.AW, t.traps
2 Lothwen	6/2/2/8+	Sc/Sa	No	Evermist +3DI.eEM, +1P,CC ritual
Fíli	2/0/2/8	W/Sc	lg	Blue Mountains 1CP
Bifur	2/0/4/7+	W	fb	Blue Mountains 1CP
Bofur	2/0/4/7	W	fb	Blue Mountains 1CP
<i>starting company: at Edhellond</i>				
2 Ulvun	5/1/5/8	W/R	miruvor	
1 Pitää Kalasta	4/1/3/8	W/Sc		
1 <i>Shipwright</i>	3/0/3/7	W/Sa	potion	
1 <i>Mallorn</i>	3/1/2/9	W/Sc	potion	
1 <i>Wood-elf</i>	3/0/3/8	W/R		
<hr/>				
16/20 GI		Hand-8		Mind-39
#1 Eastern Blade				
Alatar	10/13/9/10	W/Sc/R/Sa	W 2	staff, Form
Fram	5/0/11/9	W/R	M 3	ringil(Reforging) [+3P.worms]
Raudabern	6/1/5/9	W/R	M 3	belegennon(Reforging)
Roin	2/0/3/7	W/Sc	U 0	
#2 Squires				
Ulvun*	5/4/6/10	W/R	M 2	dragon-helm
Vanha*	4/1/2/9	R/Sa	Du 1	healing.RK, Namer, Anything
Galgrinic	5/4/5/7	W/Sa	U 2	cris
Marin	4/2/7/8	W/R	U 2	hammer
#3 Cooks				
Lothwen	6/2/2/8	Sc/Sa	No 1	Hithailin, Aura spells+2
Bifur	2/0/4/7	W	Df 1	

OBJECTIVE

Alatar will form a posse to hunt and slaughter the evil beasts of Middle-earth and the minions who control them. Isolated pockets of people will be found and recruited. Strong and skilled warriors will fight along the Herald of Oromë in the open plains and under stone. Dragons and Demons roam the lands under the Hunter's eye. Courage and blades will be the weapons of hope.

Spells will give the edge to the Free Peoples for an offensive threat into the enemy's realm. Alatar is one of the top enemy-focused Heroes in the game. He will focus his efforts in the North, namely the dragon-lord Lomaw the Old.

Alatar will rarely interact with other heroes. Dain and Thorin may have a chance meeting with the maia. Shadow lands south of Alatar's domain are home to evil men. Alatar will be surrounded by evil. He needs to be strong. His corruption will put a blow to all and give little chance of the Free Peoples to stop him.

Lowmaw must pass Alatar to bring dragon factions into play. Taur Romen may be a haven that will be besieged before the Councils. Expect Uvatha to bring factions from the East. Vidugavia is your only aid against evil coming to Taur Romen.

Top 5 Goals

1. Established Cup of Farewell & Armory Minor Item Rotation
2. Play Dragon-helm and Crist-i-Sûlhoth
3. Kill four dragons
4. Get Ringil on Fram Framson
5. Prevent minion army to move out of the Northern Waste by killing high-mind minions

ALATAR & SPELLS

A wizard of few words this maia does not need diplomacy; his skills are W-Sc-R-Sa. A home site of Edhellond is far away from the Illuin Mountains or two turns to move to Rhubar. But his special ability to join a company facing a hazard creature. Also, his opponent draws one less card during Alatar's MOVE phase. This will slow the deck thinning for the minions.

Morinehtar is playable on a company at or moving to Great Central Plains, Northern Waste, Sun-lands, or Uttersouth. Company can use spells. Tap card to give all characters of a race +1 prowess and +1 body this turn if at or moving to a Shadow-hold Dark-hold, Dragon's Lair, or any site with a Spawn automatic-attack. Discard the even to modify the body of an attack against the company by -2.

Alatar will use spells frequently and face combat in this game. There are three common spells and Sacrifice of Form. He will carry *Wizard's Staff* to heighten his strength. The staff will help in influencing, prowess and recycling spells. His DI will be used mostly to have followers.

Focused Staff is played on a Staff at a Ruins & Lairs. This Ritual allows special abilities. First, it gives +1 to corruption checks from rituals, spells, and light enchantments. Tap the item to give +2 to all Under-deep rolls or -2 prowess to an Undead attack against his company.

His wizard-specific card should be transferred into the PD soon to be effective. Use **The Hunt** to kill effective creatures against you. Recycle it if necessary. His presence will be needed at all times and many cards are focused on him being in play.

Three spells will be used. **True Fana** will be used to kill big creatures if you think you can beat the body checks or when using The Hunt. It will cost a -3 modified corruption check, but

you add Wizard's prowess. This result if greater than attack's prowess fail all strikes, now roll for body checks. Bearer of Aura of Aman can use this event.

Sacrifice of Form helps Alatar immensely. It should be played when it can. The trek to acquire the hoard greater item can only be done with Alatar in play. This errantry can be done after SoF.

Wizard Uncloaked removes permanent-events that require tapping for removal or resources to handle corruption checks. Bearer of Aura of Aman can use this event.

Wizard's Fire will boost Alatar's prowess by +5 against on attack mainly for CvCC or for visiting Dragon at Homes alone. Its corruption check is modified by -4.

Flame of Anor is a permanent-event that helps with spell corruption checks and reusing specific spells. First, the wizard must be facing an attack. Spell corruption checks are modified by +2. This will pass any spell corruption with or without the staff and with Emerald of the Mariner. Wizard's Fire can then be used and placed with the permanent-event.

Below is a showing how corruption check modifiers are handled. Using any of the spells do not bother this wizard. Marvels Told though has the lowest chance to corrupt.

For spells:	Staff -2+2, Anor +2, Focused +1	=	+3
	True Fana -3	=	0
	W. Flame -3	=	0
	W. Fire -4	=	-1

For rituals:	Staff -2, Focused +1	=	+1
	Marvels Told -2	=	-3

Staff Asunder will be a Game Point card. The wizard makes a corruption check, then if successful places the staff in the MP pile. The wizard has +5 prowess against the attack and the attack has -2 body.

CHARACTERS

The constant combat expected by Alatar's heroes requires high prowess, multi-skilled characters. The deck has five races: 3 dwarves, 3 umbermasks, 1 dunadan, 4 men, and 4 elves. This player is one of two with more than four races. The skills are evenly and sufficiently available except for Diplomat, which there are none for diplomacy has no place. Non-haven home sites are located in Alatar's domain. As a wizard he is able to play characters at Rhubar. Warrior is the common skills to fight. Items are keyed to prowess and body attributes. There are resource events to boost prowess. Five Sages are included so protect them. No character over six mind is included, but there are five 2 MP characters. Only Warriors, Sages, and Rangers have resource events in the deck.

Raudabern may be the toughest man in the Northern Waste. His Warrior-Ranger skills make him a prime character for this deck. His 6-mind is high for 1 DI, but a 5/8 prowess/body stat is typical. He has +1 prowess against Orcs. He can control Umli since he has +2 DI against Umli and characters playable at Ligr Wodaize Berne. This allows some help to control Galgrinic. Also

he has +2 DI against factions playable at that site including Berninga. What is great about him is he has no prowess penalty when tapped or wounded.

Fram Framson is the key character. As a Man he has 5 mind, 6 prowess, and 8 body. But has +3 prowess against drakes and dragons. A home site of Framsburg is five regions from Rhubar. His Ranger skill is of great use. He will need to be protected and has planned to have tools to slay dragons of the north. Fram will be with Alatar for most if not all of the Avatar Deck. His grey agent manifestation is included to be used as an agent.

Ulvun is the owl-man also a W-Ranger, but he is from the Illuin Mountains. He has +2 DI against the Fur Traders, but that faction is not in the deck. He has 5-mind, 1 DI, strong 5 prowess, but a normal 8 body. He can be the fighter of a core company.

Morvan is a dual character of 6-mind with three skills: W-Sc-D. Home sites of in Eriador and Bay of Forochel allow him to be played easily. He has +1 DI against Men of the Northern Waste and Eriador that can be useful. A 9 body will let him face tough strikes; he is needed in a core company due to his normal 2 DI. He has +1 prowess when bearing a treasure item. He is a little bent on the shadow for he cannot be in the same company with hero elves or hero dunedain with a higher mind. This will cause problems. And any corruption check by Elves in his company is modified by -1. He is included to use a spell bead and play Stealth.

Pitää Kalasta is the lowest mind Man; 4-mind. He is a Warrior that is useful, but his Scout skill is not needed. He is from the Bay of Forochel with a normal 3 prowess and 8 body. But he has +1 prowess against Animals and Wolves from his hunting skills. He is no nonsense due to flattery and offering attempts against those in his company are cancelled and Foolish Words does not affect him. His greatest use is tapping to cancel a Trap-attack.

Vanha is the only Dunadan, but is valuable. She has two great skills: Ranger-Sage. Her 9 body is important, but her 2 prowess requires her to be protected. She has the convenient of a home site of any Border-hold in the Northern Waste. Her 1 DI is enhanced by +2 DI against umli and Man in the Northern Waste. This can be useful if she needs to control Pitää Kalasta. She has three great abilities. She is a spirit-namer that will be used in the game. Healing Song may be played on her, but that event is not included. She can tap during the ORG phase if alone to prevent any creature to be keyed on her to a Northern Waste region. She will be a Dwarf-Friend to control a 2-mind Dwarf.

Galgrinic is the first Umit in this chronicle. A 4-mind W-Sage means he will be in play for a long time if he can survive with his 3 prowess and 7 body. A home site of Vasahan Ahjo means he will be played at Rhubar. A great warrior of his people gives him +1 DI against umli. He has +1 prowess against dragons and drakes. He has +2 DI against Umli Traders but that faction is not in the deck. He will carry his hammer in this game seeking vengeance on the wyrms of the north.

Roin is from the same home site as Galgrinic, but is 2-mind, same 3 prowess and 7 body using W-Scout skills. He starts the game. A known traveler gives him +1 prowess when at or moving to a site in the Northern Waste. Tap him to fetch Profitable Trade, but that resource is not in the deck. Not in a core company, but he can be played for a few turns until killed.

Lothwen is the only unique. She is from Evermist with +3 DI against that Elf faction. This Noldo is a Scout and Sage with 6 mind, 2 direct influence, 2 prowess, and 8 body. Keep her in the Northern Waste for +1 prowess and body. Tap her to grab Enduring Tales from the sideboard. She will later have Aura of Aman once another mid-mind character is removed from play. For each ritual played on her company or entity she receives +1 prowess and +1 to

corruption checks that turn. Possible cards in her company: Hithailin, Wind-whisperer, Focused Staff, When I Know Anything. If that all happens; she is then: 6/2/7/9 for +4 CP or +6 for using spells. Likely for when using Wizard's Fire, Hithailin gives +3 so it will be automatic pass and has the elf with stats: 6/2/9/9 against one attack.

Mallorn-Dweller will provide Scout skill and a high 9 body. His special ability is tapping to cancel an attack against his company keyed to single Wilderness. Only the starting company is expected to have multiples in play at one time. His elf-hold Wilderland home site is convenient for healing and discarding. Play him at Thranduil's Halls if he is discarded.

Wood-elf is a Ranger. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack.

Shipwright provide a useful Sage and sea movement bonus. A 3-mind allows him to be a follower. A 3 prowess is nice, but a 7 body will not see this shirt-less elf alive long moving in the Northern waste. A home site of any Elf-hold Port will get him into play at Rhubar. He can tap during the Organization phase to allow his company to move an additional Coastal Sea region. A Great Ship discarded from hand during the organization phase gives his company port movement that turn.

Ffili is a 2-mind Scout from the Blue Mountains. He is added to sit at a haven using Cup of Farewell. A 8 body is normal, but a 2 prowess is low may keep him safe.

Bifur and **Bofur** are Firebeards from Blue Mountains. Both have 4 prowess and 7 body, yet keep them at a Haven getting items.

COMPANIES

A large company will be the most effective to fulfill the deck objectives for defeating creatures and having untapped heroes during the site phase. The starting company commanded by Ulvun. If Alatar is drawn early, then the wizard can sit at a haven to bring in sideboard cards before teleporting to a company later. Ulvun is the main Ranger to allow Shipwright use her Sage skill. Mallorn-Dweller and Wood-elf will provide cancelling. Pitää Kalasta is a Spirit-namer.

This company starts at Edhellond to allow the wizard to join on Turn 1 or to move up the Anduin River playing items. Potion of Prowess is included to help with attacks. Miruvor is included to allow the starting company far movement when using Potion of Warming. You might want to travel north to play the faction if it is drawn before this player's first move. A great advantage the wizard has is to play characters at any haven.

#0 Starting

2 Ulvun	5/1/5/8	W/R	miruvor
1 Pitää Kalasta	4/1/3/8	W/Sc	
1 Shipwright	3/0/3/7	W/Sa	potion
1 Mallorn	3/1/2/9	W/Sc	potion
1 Wood-elf	3/0/3/8	W/R	

#1 Eastern Blade

Alatar's company will attack minions and dragons. Wizard's Staff provides boost to stats and playing spells but give him 2 corruption points. A Focused Staff grants a bonus for specific corruption checks. Fram will have Ringil for 11 prowess and 14 against Dragons or Drakes.

Reforging makes the item 3 corruption points. Raudabern is there to provide another strong arm wearing Belegennon to not face any prowess penalty if tapped, wounded, or not automatic tap after facing a strike. This man has 3 corruption points. Three Rangers in this company will help them use Ford and still play an item during the site phase.

Roin was included for his low 2-mind to be a follower. He can carry minor items.

Alatar	10/13/9/10	W/Sc/R/Sa	W 2	staff, Form, Focused	
Fram	5/0/11/9	W/R	M 3	ringil(Reforging)	[+3P.worms]
Raudabern	6/1/5/9	W/R	M 3	belegennon(Reforging)	
Roin	2/0/3/7	W/Sc	U 0		

#2 Squires

The second company will play items. It too has three Rangers. Ulvun is the highest mind hero carrying Dragon-helm. That helmet has the ability to cancel tough drake or dragon attacks, which are expected moving through multiple Wildernesses or to Ruins. Its 3DI is essential. Vanha is his follower. She can use Song of Appeasement, which allows the discarding a hazard permanent or long event in play. Healing Rune-Knife gives 3 prowess. Wind-Whisperer is also used by her and may keep that rune item. Discard the minor item to give Galgrinic +1 body for the turn.

Galgrinic has carries Crist-i-Sulhoth to have 4 DI and 5 prowess. He has a nice ability to place a Reforging in his company on an item in the company. It boosts his prowess and DI; he will control another Umit Marin. He carries Galgrin's Hammer for 7 prowess and 8 body.

Ulvun	5/4/6/10	W/R	M 2	dragon-helm	
Vanha	4/1/3/9	R/Sa	Du 2	healing.RK, Anything, Whisperer	
Galgrinic	5/4/5/7	W/Sa	U 2	cris	
Marin	4/2/7/8	W/R	U 2	hammer	

#3 Cooks

The third company will stay at Rhubar keeping Cup of Farewell in play. Lothwen is there using a heavy 6 mind. She can control a two mind Dwarf. Bifur will hold items. The Noldo elf has Aura of Aman to use Wizard Uncloaked and True Fana. Hithailin will help with those spell corruption checks.

Lothwen	6/2/2/8	Sc/Sa	No 1	Hithailin, Aura	spells+2
Bifur	2/0/4/7	W	Df 1		

The three core companies will use 16 GI. There are two other dwarves and three non-unique elves.

ITEMS

Greater, major & minor items comprise the armory of Alatar. He will find weapons, jewels, food, and special items. Seven items are unique. Nine minor items are included meant to be soon discarded. There is room for nine minor items among the core characters to have each character with 3 CP. Playing minor items frequently is a mini-strategy for this player. Armory will hold minor items instead of your hand. Cup of Farewell will get these items in your hand first.

The six hoard items will need Lairs for playing. A *Reforging* will help in getting the

major/minor combat items and enhancing **Ringil**. This legendary sword is a hoard item: weapon. Bearer has +1 prowess (max 8) two corruption points. Reforging gives 4 MP, 3 CP and +5 to prowess to maximum of 11.

Belegennon is a hoard greater armour item. It protects +1 body to anyone. Reforging doubles its MP to 4 and gives 3 CP. Now, a warrior does not receive a prowess penalty to not tap against a strike.

Wizard's Staff is a hoard greater item for use only by a wizard. It has 2 CP with a +2 DI and +2 prowess. Its own CPs are masked when using a spell. Bearer can tap to fetch a spell, ritual, or light enchantment, but it costs a corruption check by the bearer. This will get you the resource ready for next turn.

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.

Galgrin's Hammer grants a bonus of +3 prowess to an Umit. It also gives +2 DI against Umlri and Men with a home site in the Northern Waste. Its special ability if used by a male sage, Dwarf, or Umit is to place Reforging in the company with an item that can be restored. Black Arrow will be in Fram's company. A Man will tap it to modify prowess and body by -1. Play this item after the first deck to avoid moving so far west.

Crist-I-Sûlhoth is a rune weapon item. Play it at any Northern Waste site with a Spirits of Ice and Cold attack. Item gives +1 prowess, +3 to max 10 and -2 to target's body for Demons and Spawn. A Sage can tap this item to grab True Spirits of the North Wind from the deck if Eloeklo is in play. Two corruption points are the burden.

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.

Beadmaker's Healing Runeknife is a minor item. Tap to give bearer +1 prowess against a strike. A sage can discard the item to give another +1 body or heal another in the character.

You have food items: **Miruvor**, **herbs**, and the **potion of prowess** will move, untap, heal and toughen heroes. These are expected to be used often, and may warrant their recycling. Watch out for the corruption! Cup of Farewell can get you minor items quickly. **Old Winyards** is included to allow the play of a minor item at a free-hold. Play the item at a Border-hold first to tap the site, then to play a minor item via Cup of Farewell.

Potion of Warming is a permanent-event that starts the game in lieu of a minor item. Discard Miruvor or Potion of Prowess to do one of the following: cancel a Spirits of Ice and Cold attack, move an additional region that turn, or cancel effects of an environment hazard affecting a company or site that phase. You can reach Everdalf Lindalf, and Thorenaer from Taur Romen in five regions.

You have some minor items in your sideboard. This is for fetching with Cup of Farewell. Put some minor items in the sideboard when the deck exhausts. Place these items on Armory.

ALLIES

Trained Falcon is there to fetch a troublesome creature that you can easily kill. It will also allow you to choose defending characters, especially those Ahunt dragons you want killed. Fram will play this ally. This animal ally can also tap to cancel a non-AA strike against itself. Its 1

proWess and 7 body is weak, but it's a bird. Its home site is common at any tapped Border-hold in the Great Central Plains. Use food items to tap the site. Place the allies in the sideboard so the ally can live longer and be more likely to be played once the characters are nearby.

Lumipallo is a hound from the Northern Waste. Not wild, but still a Warrior of 2 mind, 3 proWess, and 7 body. He counts as Noble Hound for the purpose of resource events, but none of those are in the deck. Tap the ally to make a hazard creature played against the company count as two against the hazard limit if that is the first creature played that phase. With a low body value keep this ally in the deck until the third deck.

FACTIONS

Berninga is far to the west but can help with Bear creatures. An influence attempt of 10 is needed to play (Men +1, Lossoth -3, Angmarim -3, Orc faction -2). Tap this faction to cancel a Bear attack keyed to regions in the Northern Waste or cancel Beorning Skin-Changers against your companies in the Northern Waste. Raudabern will have +4 to the influence check.

Fur Traders of Dyr is a Man faction played at Olyvaud if the influence attempt is greater than 8 (Elves +2, Umlí +2, Dunedain +1, Dwarves +1). It is worth 1 MP.

Logath Herdsman are played at the Logath Camp close to Rhubar. You just need an influence check greater than 8 with Men giving +1. You can +1 MP when discard an Animal faction to use its ability.

Losrandir is a dual faction played at any tapped or untapped RL in the Northern Waste with an influence check greater than 10. Non-overt characters from the Northern Waste receive +3. Place this faction in your sideboard to take a food item to your hand. You can tap this faction to use Snow-runners.

MISSIONS

When I Know Anything to aid corruption checks by Alatar. Moving the Sage outside a haven to play this event puts that Sage at risk. You should stay within one turn of Rhubar for most of the game.

Reforging is an event that helps with Ringil and Belegennon. You need a Sage to tap for playing this at any Information site. But the Sage cannot untap until the event is stored.

The Windlord Found Me is a nice 3 MP event with many MP coming from items or kill. Visit a Shadow-hold or Dark-hold to play this during the first deck. The company will face a tough 4 strike Orc attack with 9 proWess. Tap a character afterwards to later store during the Organization phase. Now you can play Alatar at any haven especially after Sacrifice of Form.

GATES OF MORNING

The deck contains two copies of **Gates of Morning**.

Grinding Ice is a dual resource helping the move to Urcheldor. This Long-event has for each company moving in Elven Shores or a Coastal Sea in the company's site path becomes a Wilderness or Double Wilderness for a Double Coastal Sea. This can also be played as a hazard.

ILLUIN

Alatar's hunting grounds are the plains northeast of the Inland Sea to the Talathrant River. and north to the dreaded Barl Synnac. He will be using two havens: Rhubar and Cybrethil. Most of the regions can be traveled to within four regions from one of these havens. The regions are mostly wilderness. Shadow-lands border Mordor and the Illuin Mountains. Some travels will be

into dragon-country north of Rhûn.

FT Wilderness will lower the HL in most movements. Once Alatar visits Rhubar, movements will be rare that include anything but Wilderness. Any company using this event will have a hazard limit of two. Expected use is 6/9.

The Road Goes Ever On helps with untapping characters. Play this permanent-event on a company if you discard a food item. Now you can untap two characters or remove one corruption card when you play a Fair Travels event. Discard this event cancelling an effect that would replace company's new site with another site. This is great using Ford when a Ranger is already tapped.

Ford will remove Wilderness creatures from your path, which that region type is the most common in your travels. But you have to tap a Ranger. Almost all companies will have two Rangers. Its usefulness will decrease as the game moves along requiring more untapped characters. Expected use is 5/9.

Snow-runners is a permanent-event that will help almost every turn. Tap a Losrandir, Wild Hounds, or Wolf faction to change a Deep Wilderness Northern Waste region into a single Wilderness.

Hithailin is a permanent-event to play on an Elf at Evermist. This is for Lothwen. Now she has +2 to spell corruption checks and allow her to use spells. Wizard Uncloaked will then have -1 cc, True Fana a -2 cc, and Wizard's Fire -3 cc.

Aura of Aman is a permanent-event for an elf that saw the light of the Undying Lands. Play this on Galadriel, Glorifindel, Gildor Ingolorin, Lothwen or Nestador. Now, the elf has +1 prowess against Demons, Nazgul, and Undead. Can use True Fana and Wizard Uncloaked. Both of these spells are in the deck. Discard this card to take Power Against the Shadow from your sideboard or discard pile.

Rays of Helecthil is a short-event Environment if Doors of Night is in play. The company must be in Northern Waste. Discard a corruption card on a company or environment card affecting the company's movement or path. Else a non-Elf in the company can tap to untap an Elf this turn.

Resistance of Will is a short-event to help stop influence attempts on your elf characters. The attempt is modified based on the target's mind: 1-4 (-2), 5-7 (-3), 8+ (-4). Or play to cancel any offering or flattering attempts against one of your characters.

Marvels Told is a Sage ritual to discard hazards that Song of Appeasement misses.

COMBAT

Combat will be from regular movement and CvCC. And lots of it. The Northern Waste is a desolate plain, but filled with nomads, demons from the War of Wrath, and hungry worms. Resources and weapons are provided to protect the heroes. Alatar will look for times to attack minions even at a disadvantage. He is to slow down the demons coming out of the North. Three Warrior events are included.

Many Foes He Fought can get one hero to fight and defeat multiple strikes of an attack. The strikes are conducted in separate sequences and modify prowess and body of the Warrior by a cumulative -1 for each excess strike. This can kill weak characters after the second strike. Expect to use this event 2/3 per deck and 33% of the users to be killed or two killed in 24 turns.

The Old Thrush will inform you the weaknesses of the critters in the Waste by reducing

prowess and body each by three of 13 prowess creatures. Use this card as much as possible. Discarding it is an act of defeat. One or two discards during the first 16 turns is acceptable.

If there is a Dragon ahunt or Roused manifestation in play near Alatar, send the Eastern Blade company with **Wizard's Fire/Flame**, Arrows Shorn of Ebony and Ringil. You can have Trained Falcon remove the ambush effects. Discard the arrows and let Alatar take the first strike to defeat it. Fram should be able to defeat the other strike if he has help with Wizard's Flame. If it is a at Home manifestation, then use Sacrifice of Form or **True Fana**.

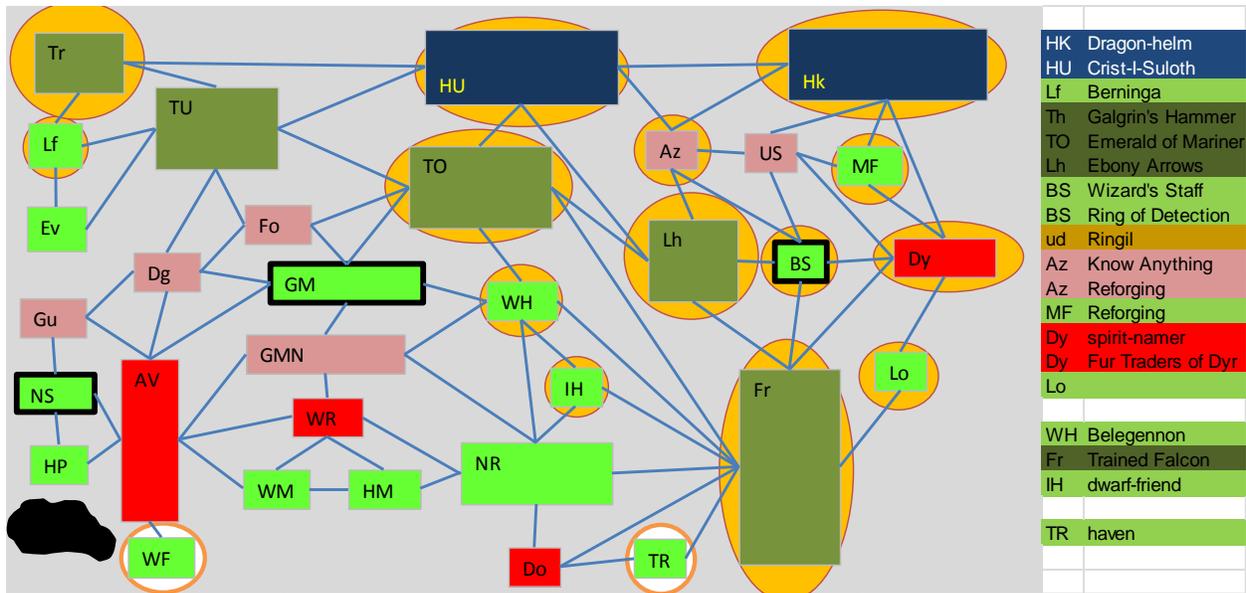
SPIRIT-NAMER

Wind-Whisperer is played on a spirit-namer. Any light enchantment in the company gives one less corruption point. When a rune item must be discarded from the company either discard the item or tap target spirit-namer and take the item to hand.

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.

AGENTS

Few if any agents will trouble Alatar. Some agents may hide at Lairs. Vigilance is needed when visiting a Dwarf-hold. An agent may influence away your dwarves. Therefore, visit Barak-Shathur to play Dwarf-Friend.



Taur Romen	H	Rhûbar	alatar, thranduil, dain	.
Forrhun	B	Logath Camp	alatar, thranduil	Men
Lotan	B	Elyamû	alatar	.
Iron Hills	F	Barak-shathûr	alatar, dain	Dwar
Lhugdalf	R	Númenórean Tomb	alatar	Traps
Dyr	F	Olyvaud	alatar	.
Dyr	B	Yjuvit	alatar	Men
Barl Symac	L	Hollow Spire	alatar	Drag
Barl Symac	R	Mirror Halls	alatar	Traps
Azjan	D	Shapôl Udûn	alatar	Orcs
Azjan	R	Tol Ringurthur	alatar	Spiri
Talath Oiohelka	L	Collarmount	alatar	Drag
Mur Fostiyr	R	Zayandaur	alatar	Spiri
Thorendaer	L	Canadras	alatar	Drag
Lindalf	B	Ligr Wodaize Berne	alatar, evermist, thorin	.
Helkear	S	Urcheldor	alatar	Rock
Hub Uichel	R	Shoreless Isles	alatar	anim
Underdeeps	R	Grop-Kûlkodar	alatar	Drak
Underdeeps	R	Ruins of Kheledkhizdín	alatar	Traps

SITES

There are many regions in Alatar's domain; the land area is great. The roaming will be from Bay of Forochel to Sea of Rhun. Alatar's main haven is Rhubar. Movement can be done in four regions from one site on your map to another. Forrhûn and Lhûgdalf will be frequent region cards in your site path. An attempt has been made to avoid sites used by Dain and Vidugavia. Therefore, most sites are north and east of Rhubar.

Alatar has 19 site phases to achieve results excluding minor items. Each site, but three, has an automatic-attack. Two sites are far to the west. Three sites are five regions from Rhubar. Two sites are in Deep Coastal Seas and another one at under-deep sites. Thus, 12 sites are within four regions from Rhubar. Three Lairs will be sacked. You can reach Everdalf, Lindalf, and Thorenaer from Taur Romen in five regions. Sites were selected to avoid other White Players. Radagast will visit both sites in Ukal Sej.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	2	4	7	3	1	1	19

Site types to visit include 2 Free-holds, four Border-holds, 11 Ruins & Lairs, a Shadow-hold, and a Dark-hold. Automatic-attacks included Orcs(1), Men(2), Dragon(3), Drake(1), Traps(4), Rock(1), Spirits(2), Bear(1), Dwarves(1). Only a third are considered easy.

Edhellond is your starting haven. Lorien can be used to reach the sites in the west. Rhubar is the main haven. Dwalin, Ori, Pitää Kalasta, Galgrinic, and the non-unique characters will be played at a haven. Fram Framson will be played at Framsburg.

Just two free-holds are available to you. Olyvaud has Fur Traders of Dyr.

Ligr Wodaize Berne has faction Berninga. Raudabern is from here. Yjuvît and Elyamû allow Old Winyards. Ulvun is from both sites. Trained Falcon is nested at Logath Camp, but the site must first be tapped. This bird ally is playable only at a Border-hold in the Great Central Plains. Faction Logath Herdsman can tap the site. The next nearest site is in Relmether. Vanhu is from any Border-hold in the Northern Waste.

Sites will be tapped each deck just to be play minor items. Elyamû will be tapped to play Old Winyards followed by the play of a food minor item. Then Old Winyards will be discarded at Olyvaud to play a minor item.

Ruins and Lairs are the main stay for Alatar. Non-Illuin sites include Canadras. You need to play Galgrinics Hammer at that site. Face the Dragon strike of 13 prowess first. Far into the tundra is Collarmount with Belegennon. Nearby is the ancient dwarf-ruin Celeb-Ost. Play the animal faction Losrindir there. Also face a Dragon strike with 13 prowess. Shoreless Isles has Crist-I-Sûlhoth with a weak Bears 2 strikes with 7 prowess attack. Steel Fell has an Undead Dragon resident. Find Ringil here. Its 16 prowess attack/strike is tough. Focused Staff will help to make the strike 14 prowess.

Now for the Illuin sites. To the north lay sites with AA of types Spirits of Ice and Cold, Traps, and Dragons. Númenórean Tomb in the shadows of the Barl Synchron is where you will play Arrows Shorn of Ebony; it is a tough price for a minor item. Play both copies during the same turn. Two automatic-attacks are at the site. First face the two strikes with 7 prowess Traps attacked then the two strikes with 8 prowess Undead attack. Five Wilderness regions are in the site path. The draw is high at 4/4. Hollow Spire, home of Gostir in the Barl Synchron, has Wizard's Staff. It is reached through Azjan, Lhugdalf, or Ukal Sej. The attack is one of the toughest Dragon strikes with 14 prowess. The draw is 4/4. In the same region is Mirror Halls. Play Ring of Detection after facing the Traps 3 strikes with 9 prowess attack. The draw is 3/3. Visiting these

sites from Rhubar moves through six Wildernesses. Bring a large company playing Fair Travels in Wilderness.

Near in Azjan is **Tol Ringurthur** is where you will play When I Know Anything. The attack is Spirits of Ice and Cold at 3 strikes with 8 prowess. Three Wilderness regions and two Shadow-lands are in the site path. The draw is 3/3.

Mur Fostisyr has **Zayandaur** with your only rune item and hoard minor items. The site has Information, hoard minor items, and major items. The attack is Spirits of Ice and Cold at 3 strikes with 8 prowess. Play Reforging here. You may need to tap one character to face two strikes. Four Wildernesses are in the site path. The draw is 3/2.

In the Helkaer is the mythical island of **Urcheldor**. Only hoard and special items are found there. The attack is non-combat Rock Fall with 8 prowess. This will be tough to handle of any company. The draw is 4/2 in Deep Coastal Sea. Visiting from Rhubar will need two turns. Search for Dragon-helm among the crags.

Mirror Halls is your entry point into the Under-deeps. It is reached from Dyr, Lhugdalf, or Ukal Sej. Play a rune minor item at the surface site.

There is only one Shadow-hold and one Dark-hold in the Illuin Mountains. Visit these sites for CvCC. Make the effort to avoid the Illuin sites until you visit the Under-deeps. **Shapôl Udûn** can be reached from Rhubar. Its site path has three Wilderness and two Shadow-lands. The draw is 4/2. Play The Windlord Found Me after facing its two attacks: Orcs 4 strikes with 8 prowess and Trolls 3 strikes with 9 prowess. **Grop-Kûlkodar** is under this Dark-hold. Play Reforging here after facing the Drake 2 strikes with 11 prowess attack. Avoid Lugdruong.

There are 14 sites on the surface not in Taur Romen. Eight can be reached by starter movement from that haven. One site is north of the Illuin Mountains needing six regions to reach. Five sites are in the west of the Northern Waste and three are four regions away. Ligr Wodaize Berne and Canadras are five regions away.

NORTHERN WASTE DIVISION

Elves of Evermist, Lord Thorin, and Lord Dain are in Alatar's Division. Thorin will not travel east of the Iron Hills; he is busy with Smaug. You may meet Dain near the Iron Hills. This Dwarf-Lord is fighting Throkmaw the Vain. You do have time to help a dwarven party near you if they meet an angry and hungry dragon who has eaten horses ridden by dwarves. You might see some Elves of Evermist when you visit Canadras. Vidugavia might share news with you when you are at Rhûbar. The other Heroes will not be in your area. Rhûn is a desolate plain. May you make it a graveyard for evil men.

RED DAWN

Alatar has only one faction and no faction war events. However, Lomaw the Old is gathering hordes of evil beings to move south.

LOMAW THE OLD

Alatar is to delay the Dragon-Lord to come down from the north. If this new threat loses valuable troops and commanders, then this threat will splinter. The Dragon has orcs & trolls to fight for him. Many hard battles will be fought. He may travel near the inland sea at times. The Illuin Mountains are a twisted, rugged landscape far from living lands. Only go there if you can

secure a worthy site phase.

MARSHALLING POINTS

- C=7 This is a high amount. You have five 2-MP heroes. You just need three to survive. Then there are four 1-MP heroes, which you need one to live.
- I=7 Items MP are important to Alatar. Wizard's Staff is non-unique. You need to play Ringil. Crist-I-Súlhoth will be discarded in fighting demons.
- F=4 Berninga, Logath Herdsmen, and Fur Traders of Dyr are these points.
- A=1 Trained Falcon is your only ally. At 7 body, this may be ambitious.
- M=4 Reforging and the light enchantment will give 2 MP. Windlord Found Me is another 3.
- K=9 You need to kill many creatures. You expect your dragon kills to be played by you. That means trying to get 1 kill MP every turn when moving to a haven.

GAME POINTS: Staff Asunder, Blade-master, The Helm and Bow

DRAGONS

Alatar will focus on Itangast and the **Attacker** Dragons. Slaying a Dragon can allow Thorin to play King Under the Mountain so to be near Smaug. Fram will have 11 prowess against Dragon strikes. Killing a dragon means the strikes are defeated. If Fram uses Many Foes He Fought this is his P/B stats in the attack sequences:

if tapping for the first strike: 1-11/10 2-09/9 3-8/8 4-7/7

if not tapping for the first strike*: 1-8/10 2-10/9 3-8/8 4-7/7

* No tap for first strike, tap for second strike since more modifiers will be applied to first strike.

Below is a list of dragons Alatar should consider hunting.

Dragon	Ahunt	Old Thrush
Daelomin*	4-11/7	x
Lomaw*	4-12/7	x
Angurth*	3-14/7	3-11/4
Khuzadrepa*	3-15/8	3-12/5
Ando-anco	4-14/7	4-11/4
Itangast	4-16/7	4-13/4

The list below maps Fram's actions and use of resources facing a specific dragon.

Dragon	tap1	no tap1	Potion	Ebony	Thrush	tap aid	Flame	odds(36)
Daelomin		x		x		x2		31
Lomaw	x		x			x2		31
Angurth	x				x	x1		34
Khuzadrepa	x			x	x	x1		30
Andoanco		x	x		x	x2		33
Itangast		x	x		x	x2	x	32

guarantee fail strike

roll of 2 does not fail

roll of 3 does not fail

Fram can defeat Daelomin (P11/B7) if he does not tap for the first strike, discards Arrows, and two characters tapping for support (3rd & 4th). His fourth strike is at 8 prowess, which requires a roll greater than 3. Daelomin's body will be 5 for the first strike. If that strike is defeated all other failed strikes are defeated. Daelomin can be normally found in the Iron Hills.

Pits of Angband will fail all strikes; body is at 4.

if not tapping for the first strike: 1-8/10 2-10/9 3-8/8 4-7/7
 if not tapping for the first strike: [31/36] 1-9/10 2-9/9 3-9/8 4-8/7

Strike 1	prowess	11		base.6+hate.3+thane attire.2
	taps	-3		
	strike in seq	-0		
	Thrush	0		
	Potion	0		
	Ebony	+1	-2 body	
	Support	0		
<hr/>				
Strike 2	prowess	11		base.6+hate.3+thane attire.2
	tapped	-1		
	strike in seq	-1		
	Thrush	0		
	Potion	0		
	Ebony	0		
	Support	0		
<hr/>				
Strike 3	prowess	11		base.6+hate.3+thane attire.2
	tapped	-1		
	strike in seq	-2		
	Thrush	0		
	Potion	0		
	Ebony	0		
	Support	+1		
<hr/>				
Strike 4	prowess	11		base.6+hate.3+thane attire.2
	tapped	-1		
	strike in seq	-3		
	Thrush	0		
	Potion	0		
	Ebony	0		
	Support	+1		

Lomaw (P12/B7) has one more prowess to his attacks. The company discards Potion of Prowess, with two characters tapping for support (3rd and 4th). His fourth strike is at 9 prowess, which requires a roll greater than 3. Lomaw's body will be six for every strike. Lomaw is normally in the plains west of the Barl Synmac.

Pits of Angband will fail all strikes; body is at 6.

if tapping for the first strike: [31/36] 1-12/10 2-10/9 3-10/8 4-9/7

Strike 1	prowess	11	base.6+hate.3+thane attire.2
	taps	-0	
	strike in seq	-0	
	Thrush	0	
	Potion	+1	
	Ebony	0	
	Support	0	
Strike 2	prowess	11	base.6+hate.3+thane attire.2
	tapped	-1	
	strike in seq	-1	
	Thrush	0	
	Potion	+1	
	Ebony	0	
	Support	0	
Strike 3	prowess	11	base.6+hate.3+thane attire.2
	tapped	-1	
	strike in seq	-2	
	Thrush	0	
	Potion	+1	
	Ebony	0	
	Support	+1	
Strike 4	prowess	11	base.6+hate.3+thane attire.2
	tapped	-1	
	strike in seq	-3	
	Thrush	0	
	Potion	+1	
	Ebony	0	
	Support	+1	

Angurth (P14/B7) is near defeat by Fram using only Old Thrush, and if one character taps to support the third strike. All strikes will fail for body checks greater than four. Angurth can be normally found in Forrhûn.

Pits of Angband will fail all strikes; body is at 3.

if tapping for the first strike: [34/36]			1-14/10	2-12/9	3-12/8
Strike 1	prowess	11			base.6+hate.3+thane attire.2
	taps	-0			
	strike in seq	-0			
	Thrush	+3	-3 body		
	Potion	0			
	Ebony	0			
	Support	0			
<hr/>					
Strike 2	prowess	11			base.6+hate.3+thane attire.2
	tapped	-1			
	strike in seq	-1			
	Thrush	+3	-3 body		
	Potion	0			
	Ebony	0			
	Support	0			
<hr/>					
Strike 3	prowess	11			base.6+hate.3+thane attire.2
	tapped	-1			
	strike in seq	-2			
	Thrush	+3	-3 body		
	Potion	0			
	Ebony	0			
	Support	+1			

Khuzadrepa (P15/B8) is just like Angurth but with +1 prowess and +1 body. Fram using Old Thrush, Arrows Shorn of Ebony, with one character tapping for support (3rd) grants Khuzadrepa as 11/2 for the first strike. This strike by the Dragon has a high chance of failing with a body of 3. The second and third strikes have Fram with 12 prowess. Only a roll of 3 or 3 will not fail the strikes. Khuzadrepa's body will be two for the first strike. Defeat means all other strikes are defeated.

Pits of Angband may fail all strikes; body is at 2.

if tapping for the first strike: [30/36]			1-15/10	2-12/9	3-12/8
Strike 1	prowess	11		base.6+hate.3+thane attire.2	
	taps	-0			
	strike in seq	-0			
	Thrush	+3	-3 body		
	Potion	0			
	Ebony	+1	-2 body		
	Support	0			
<hr/>					
Strike 2	prowess	11		base.6+hate.3+thane attire.2	
	tapped	-1			
	strike in seq	-1			
	Thrush	+3	-3 body		
	Potion	0			
	Ebony	0			
	Support	0			
<hr/>					
Strike 3	prowess	11		base.6+hate.3+thane attire.2	
	tapped	-1			
	strike in seq	-2			
	Thrush	+3	-3 body		
	Potion	0			
	Ebony	0			
	Support	+1			

Ando-anca (P14/B7) can be killed if using Old Thrush, not tapping on the first strike, drinks Potion of Prowess, two characters tap to support (1st and 3rd). The fourth strike has Fram with 10 prowess. A roll fewer than 5 will not defeat the dragon. Ando-anca's body will be four for all strikes.

Pits of Angband will fail all strikes; body is at 3.

if not tapping for the first strike: [33/36] 1-13/10 2-13/9 3-13/8 4-12/7

Strike 1	prowess	11		base.6+hate.3+thane attire.2
	taps	-3		
	strike in seq	-0		
	Thrush	+3	-3 body	
	Potion	+1		
	Ebony	0		
	Support	+1		
Strike 2	prowess	11		base.6+hate.3+thane attire.2
	tapped	-1		
	strike in seq	-1		
	Thrush	+3	-3 body	
	Potion	+1		
	Ebony	0		
	Support	0		
Strike 3	prowess	11		base.6+hate.3+thane attire.2
	tapped	-1		
	strike in seq	-2		
	Thrush	+3	-3 body	
	Potion	+1		
	Ebony	0		
	Support	+1		
Strike 4	prowess	11		base.6+hate.3+thane attire.2
	tapped	-1		
	strike in seq	-3		
	Thrush	+3	-3 body	
	Potion	+1		
	Ebony	0		
	Support	0		

Itangast (P16/B8) is just like Ando-anco but with +2 prowess. Do the same as above but adding Wizard's Flame. Vanhu will tap to support Alatar's corruption check. Also use Old Thrush, discard before the first strike Potion of Prowess, not tapping on the first strike, one character taps to support (1st). The fourth strike has Fram with 13 prowess. A roll fewer than 4 will not defeat the dragon. This requires having Old Thrush and Wizard's Fire in hand and Potion of Prowess in the company. Itangast's body will be five for all strikes.

Pits of Angband will fail all strikes; body is at 4.

if not tapping for the first strike: [32/36] 1-15/10 2-15/9 3-14/8 4-13/7

Strike 1	prowess	11	base.6+hate.3+thane attire.2
	taps	-3	
	strike in seq	-0	
	Thrush	+3	-3 body
	Potion	+1	
	Ebony	0	
	Flame	+2	
	Support	+1	
<hr/>			
Strike 2	prowess	11	base.6+hate.3+thane attire.2
	tapped	-1	
	strike in seq	-1	
	Thrush	+3	-3 body
	Potion	+1	
	Ebony	0	
	Flame	+2	
	Support	0	
<hr/>			
Strike 3	prowess	11	base.6+hate.3+thane attire.2
	tapped	-1	
	strike in seq	-2	
	Thrush	+3	-3 body
	Potion	+1	
	Ebony	0	
	Flame	+2	
	Support	0	
<hr/>			
Strike 4	prowess	11	base.6+hate.3+thane attire.2
	tapped	-1	
	strike in seq	-3	
	Thrush	+3	-3 body
	Potion	+1	
	Ebony	0	
	Flame	+2	
	Support	0	

Fram should kill at least three dragons: Daelomin, Angurth, and Lomaw. He needs Trained Falcon in his company to remove the Attacker ability. Potion of Prowess needs to be used every dragon attack. Arrows Shorn of Ebony is vital to defeat all failed strikes of a dragon. Wizard's Flame is a great resource for an entire turn. Combine it with Potion of Prowess for a +3 to prowess for the turn!

Let's see Alatar's chances when he uses Arrows Shorn of Ebony, Potion, Wizard's Flame.
 not tapping for the first strike: base 1-5/9 2-6/8 3-5/7 4-4/6
 not tapping for the first strike: 1-9/9 2-9/8 3-8/7 4-7/6

True Fana can fail all strikes, but you need to beat the body.

Staff Asunder(+5) with and Old Thrush(+3). The attack has -5 body. Many Foes He Fought now:
 not tapping for the first strike: 1-11/9 2-13/8 3-11/7 4-10/6

Dragon	Ahunt	
Daelomin*	4-11/7	all strikes fail; no BC rolls of 2.
Lomaw*	4-12/7	no prowess roll of 2; no BC rolls of 2.
Gostir at Home	3-15/8	no prowess roll of 2-5; no BC rolls of 2-3

play Wizard's Flame earlier that turn for +2 prowess.

PLAYDECK MANAGEMENT

The playdeck is combat oriented. Weapons and combat cards are many. This will quicken the play of the deck. Frequent combat is expected and movement will be supported. Card drawing is dependent on movement and healthy heroes to play items. The first deck will be playing items, and Alatar killing as many creatures and minions as possible. The deck has 15 heroes.

The hoard items will have the companies in the western portion of Alatar's grounds and on the dinner menu of the Wyrms. Expect casualties. These items need to be played on their first chance. Most of the cards are playable in the site phase and some in the movement. This may be a problem early in the game to draw a lot of cards. Multiple copies of cards allow for discarding; this is from the resource and hazard halves. The main goal is to weaken and slow your enemy, since you will be getting many MPs from your Kill category.

This player has 48 events. Ten cards with three copies are near the maximum of the hero players. About 24 cards are either recycling, permanent, or easily fetched like a spell from Wizard's Staff.

1ST DECK

Seven table resource non-events are in the deck; that is low. Move much early to draw cards. That is the reason to start the game at Edhellond. Move along Mordor's northern reaches for those high-draw sites. You should have two such resources in hand to start Turn 4 and be at Rhubar.

Card draw will be fast with the many Warrior events, the five Environment events, and the nine shuffle cards. Your goal is to play four of the seven main resources. Exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be low (e.g. 6-9). The avatar taps 3x to place 14 cards into the sideboard. Cup of Farewell grabs five sideboard cards. LBL will shuffle 6x. First LBL shuffles cards for Vanha: When I Know Anything and Dwarf-friend. Then Old

Winyards and Sacrifice of Form. Visit two sites just to play minor items. You can play the spell when Alatar travels to the Under-deeps to play a hoard item. Final LBL shuffles cards for the trek below: ~~Dwarven Cunning and Ancient Stair~~. The main items and the minor items require 5 site phases.

Smoke Rings shuffles cards to be needed later such as the items or Cup of Farewell or a character (e.g. Loni, Dwalin). Use the other Smoke Rings to shuffle Gates of Morning.

An Unexpected Outpost shuffles *Like the Crash of Battering Rams* x3.

First Exhaustion

Remove from the sideboard 5 hazards that be ready for the Warlord Phase and thus those in the Northern Waste: White Vision x2, Insatiable Hunger, Last Threads Loosed, Birth-Spot. Two of these hazards can be in play when Turn 17 starts.

Place these resources in the sideboard: Arrows Shorn Of Ebony x2, Potion Of Prowess, Cram, Healing Herbs. Get both hoard items in hand to play during the same site phase.

2nd DECK

Get into play the remaining special or greater items. Two trips to the Under-deeps are needed. Visit three sites just to play minor items. This sums to seven site phases including one for a faction. Attempt to kill one Dragon hazard at this time. Try to exhaust no later than Turn 18.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle Gates of Morning and Marvels Told.

An Unexpected Outpost shuffles Angurth aHunt, Wielder's Curse, One Foe to Breed a War.

Second Exhaustion

Remove from the sideboard 4 hazards to trouble those in Northern Waste: Spirit Crime x3, Dragon's Sleep. Also remove one Game Point event.

Place these resources in the sideboard: ~~Ancient Stair~~ x2, Arrows Shorn Of Ebony, Healing Herbs, Potion Of Prowess, Cram. The items can be fetched using Cup of Farewell.

3rd DECK

Play any remaining main resources. Visit four sites to play two special items and six minor items. Combat Lomaw's minions and the Dragon-lord himself. Use Trained Falcon to help kill at least three total dragon hazards.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle Gates of Morning and Marvels Told.

An Unexpected Outpost shuffles the leader events. Punish companies with leaders reducing free general influence and size. Now, you can CvCC while Lady Galadriel users her hazards.

DECK MANIPULATION-25

Some manipulation is needed by Alatar. Cup of Farewell will put minor items into your hand for quick play. The just put the items on Armory. Smoke Rings can get back lost cards or very effective cards (Sacrifice, MTold, Hunt)

Alatar will tap 3x to bring in 14 resources in blocks of 5. Longbottom Leaf will put six resources into the playdeck. Cup of Farewell will put 5 items into your hand. Alatar's three extra character cards will untap the wizard three times. Smoke Rings can recycle cards in the discard pile instead of fetching the sideboard. Put Wizard's Fire and four minor items into the sideboard for each exhaustion.

1	Crist-I-Sûlhoth		x111
1	Galgrin's Hammer	leaf	
2	Arrows shorn of ebony	cup, cup	
1	healing herbs	cup	
1	potion of prowess	cup	
1	When I Know Anything	leaf	
1	Berninga		dp133
1	Reforging		x112
2	Trained Falcon		x113,114
1	Spirit-namer		x115
3	Rays of Helecthil		dp121,dp122,dp123
1	Song of Appeasement		dp131
1	Dwarf-friend	leaf	
2	The Hunt		dp124,dp125
1	Cup of Farewell	leaf	
1	Focused Staff		dp111
1	Wizard's Fire		dp112
1	Wizard's Flame		dp113
1	True Fana		dp114
1	Flame of Anor		dp115
1	Sacrifice of Form		dp132

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	0	0	-	-	-	-
SB to DP	13	+3	-	-	-	-
Smoke	-	-	-	-	-	-
Leaf	4	0	-	0	-	-
avatar card	-	-3	-	-3	-	-
other	4	0	-	-	-	-

HAZARD

You are playing a hazard deck punishing those in the Northern Waste and near the Grey Mountains. The creatures receive no enhancement or playability except from Gostir at Home. However, some hazard events will lower the prowess or body of those wounded.

CREATURES

You have 18 creatures in the deck. Your creatures are limited to mountain areas and triple Wilderness. Hope your opponent has hazards to create more Wildernesses. Either the creatures are focused for those in the Northern Waste or in the Under-Deeps used as AA. All the creatures have a minimum of 9 prowess. There are three dragon manifestations.

Ice-orc Foragers is Orcs of 3 strikes with 7 prowess. It is normally keyed to Northern Waste non-Coastal Sea regions and Shadow-holds therein. Bonds of Winter or Mordor expands them one region and to then Ruins & Lairs in such regions.

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), and Northern Waste Divisions. Expect to play this creature 4/9.

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 Numeriadore and Iron Hills. Expect to play this creature 4/9.

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. Expect to play this creature 4/9.

Lassaraukar is a demon of two strikes of 10/8; it chooses defending characters. It needs four Wildernesses. It can be keyed to Lotan and Ruins and Shadow-holds in that region. Following attacks by this creature against the company in the same turn receive +2 Prowess and does not count against the HL. Play this creature against non-Northern Waste Division players.

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.

Daelomin At Home increases the HL by 2 if discarded. It will give Dancing Spire a Dragon attack of 3 strikes at 14/8. It can be a candidate for Alatar to slay.

Gostir at Home adds +1P/B to your three drakes. Hollow Spire receives a Dragon attack of 3 strikes at 15/8.

Angurth Ahunt chooses attackers using 3 strikes at 14/7. It bothers Throkmaw and those moving in dangerous places north of the flatlands including Dragon gap, Forovirkain, Grey Mountains, Narrows, and/or Withered Hearth. It can protect Alatar for a turn if the wizard moves into hunting range and wants to be visited by minions.

Sites/Regions Playability

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

FD:

- BL:
 - W
 - WW
 - 6 WWW Winged CD Wereworm
 - 3 WWWW Lassaraukar
 - SL
 - DD
 - CS
-

Hazard EVENTS-35

Many events are permanent. Some though are easy to play and others are not. A quarter of the events are either for Northern Waste opponents or for Dragons. However, the events have grave consequences. There are some clean triggering of hazards to cause much havoc.

Base cards-2

Two copies of Twilight will remove Doors of Night.

Corruption/Disease/Avatar - 11

Wound of Long Burden is used by 17 of your creatures. Cards from you main hazard theme can use the lower body to kill the minion. A successful strike gives the victim one corruption point and lowers body by one. A roll of 8+ and tapping discards the hazard during the Organization phase. This means that the event will be in play at least two turns.

White Vision will severely weaken a company in the Northern Waste and force it out of the territory. This disease must be played with the Doors of Night absent. A non-overt character with a home site in the Northern Waste can tap to cancel the card before resolving. Success play nullifies a skill of the character. Snow-blindness on the character makes the hazard worse: reduces region movement by one region and loses another skill.

Spirit-Crime is a corruption hazard playing on a character in the Northern Waste after playing an item at a site with either an Undead or Spirit AA. His rolls are modified by -1 and his company's HL is modified by one. All characters in this company have their CC for transferring items, offering, influence, and riddle attempts are modified by -2. It's easy to remove. (1) Victim has Friends of Winter in play, (2) discards a rune item he controls, (3) moves to a Ruins in the Northern Waste, sage taps to make a roll and the result is greater than 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.

Last Threads Loosed is played on a character in a Dragon-Lord's company. A roll is made adding opponent's stage points. A result lower than the target's mind discards this card with no effect. Else one of the character permanent-events popular with Dragon-lords is discarded. White Vision can cause the move to a den.

Insatiable Hunger is played on a Dragon character. It has the potential for him to destroy his own items. If the Dragon has more MP from his items than his current prowess during the Untap phase, he must remove one item from the game. The discarding condition is defeating a hazard creature.

Birth Spot reduces the body of a Dragon character by three. The worm can remove this hazard at his den. Expect the wrym to scurry to his minions for protection. He may eat them the next turn.

Main Theme: Stat Buster - 12

This is a theme bent on lowering prowess and body or stats. Some are short-events others are permanent-events affecting anyone.

Known to an Ounce is played on a site with a hoard or a Dragon at Home manifestation. An item played triggers a passive condition giving the resource player the joy of facing the entire site's AA again. Discarding the site or the associated at Home event discards this hazard.

Support Cards-7

Lost in Wilderness increases the HL of those in such lands such as Northern Waste.

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. This will wound anyone. It will be nice to assign using the Ice or Cold drakes. Else it can be revealed on-guard upon the announcement of a burglary attempt giving a -5 modification.

Your hazard theme is to get the creatures played on heroes. Summons From Long Sleep can hold onto a drake. Hold onto Cave-worm for 16 prowess and use LCBR. Then the creature has +2 prowess.

The Watchful Peace is a Long-event. Each play may shuffle one Maia hazard permanent-event during the end-of-turn phase. Evermist has Aamumeren Isä and True Spirits of the North Winds. You can have more playability of Wizard or Elf-lord creature manifestations, but those are void for the Avatar Deck.

Will Shaken cannot be played, but if your hand is revealed and this event is in your hand, then the opponent gets this card in his MP earning him negative points.

Shifting Paths, an environment, will allow you to switch a new site with a different site. This will not only slow the opponent. The effect is triggered if the site path has more Wildernesses/Jungles than avatars, rangers, maia/ent allies in the company.

Cycle-3

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

EÄGOTH - Ally (R)

[MP: 4; Mind: 4; P/B: 8/8]

Unique. Spawn. Playable at Vaults of Utumno. Manifestation of Enemy of Existence. During your organization phase, your opponent makes a roll. If the result is greater than the mind of this ally's controlling character, the character is eliminated. Tap this ally during the site phase: make a roll and every non-maia, non-dragon entity in target company with a mind less than the result has his stats (mind, prowess, and body) halved (round up) for the rest of the turn. Can only tap once per turn in this manner. Tap this ally to discard a Spawn permanent-event in play. Can move no more than 3 regions per turn. Heal if wounded when a strike fails against Eägoth. Untap if tapped when a strike fails against Eägoth.

~~Lomaw Ahunt is an Ice dragon with weak 4 strikes at 12/7. Old Thrush does not bother him. He will be found normally in Barl Synnac, Forovirkain, Talath Oiohelka, Talath Uichel, and Lhugdalf. You may play him when away south. Doors of Night makes him roam to Azjan, Forrhun, Grey Mountains and Withered Hearth.~~

Twice-Baked Cakes was included only to tap sites for playing a free minor item. Therefore, this process will have once per deck. Use Twice-Baked Cakes to move from Rhubar to the shores of Bay of Forochel during the second deck. The tundra around Lomaw the Old will be deadly. Use the item during the third deck to play Fram Framson at Framsburg.

TURN01, vs. Desert

MOVE

Shaman, -,haven.

HL2+1(GtWR), Evermist plays Kelper Enraged.

HL2, Evermist has Snow-elves as Onguard OG

HL1, Alatar plays An Unexpected Outpost to shuffle from SB: [Last Threads Loosed]

Nazog, -sl-t,bh.

HL4+1(GtWR), Evermist plays Dwalin as OG.

HL4, Alatar plays An Unexpected Outpost to shuffle from SB: [Birth-spot]

HL2, Thorin plays An Unexpected Outpost to shuffle Deftness of Agility.

WATTAN shuffles Voices of Malice.

TURN01, vs. Adunaphel

MOVE

Bereth, -sl-j-bl-bl,fh

HL5, Thorin-x

HL4, Evermist-x

HL3, Alatar-x

HL2, Dain-x

HL1, Imrahil-x; has Lost at Sea in hand.

No hazards played:

HL1, Thorongil, plays Arouse Defenders on the site

TURN01, vs. Akhorahil

MOVE

Abur, -,haven

HL2, Alatar-x uses Bofur as OG.

HL1, Dain-x, Thorin-x, Evermist-x, Pallando-x

HL1, Thorongil-x

Akhorahil, -bl-w-sl,haven

Uses Deeper Shadow to reduce HL

HL1, Alatar-x ; has Ice-drake and True Cold-drake in hand.

No risk to change W region to SL, since True Fire-drake may attack.

Hador, -sl-w-bl,sh

HL3, Alatar-x

HL2, Dain-x, Thorin-x (has Bairanax, Frenzy of Madness in hand!)

HL2, Thorin plays Choking Shadows on the site.

Djerul taps to use Voices of Malice to discard Saruman the Wise,Hador supports, croll auto

TURN01, vs. Black N

MOVE

Gastmorgath, -dd-w-bl-w,bh

HL5, Dain-x; Dragon Blood in hand; no Light-drake in hand,

HL4, Thorin-x

HL3, Evermist-x

HL2, Alatar-x

HL1, League Orc-Raiders and three Orc Archers played.

Orc-Archers, all.6p

Faltur, $2p+4sroll=6$

Horseman, $3p+7sroll=10$

Mariner, $3p+6sroll=9$

Ingar, $3p+6sroll=9$

Gastmorgath, $4p-1t+8sroll=11$

Orc-Archers, all.6p

Faltur, $2p-1t+6sroll=6$

Horseman, $3p-1t+6sroll=8$

Mariner, $3p-1t+8sroll=10$

Ingar, $3p-1t+9sroll=11$

Gastmorgath, $4p-1t+6sroll=9$

Orc-Archers, all.6p

Faltur, $2p-1t+6sroll=6$

Horseman, $3p-1t+11sroll=14$

Mariner, $3p-1t+4sroll=6$; no tap = fail bc

Ingar, $3p-1t+11sroll=13$

Gastmorgath, $4p-1t+8sroll=11$

Orc-Raiders, 4s6p

Faltur, $2p-1t+9sroll=10$

Horseman, $3p-1t+6sroll=8$

Mariner, $3p-1t+5sroll=7$; no tap = fail bc

Ingar, $3p-1t+6sroll=8$; killed creature.

TURN01-3.3

@Edhellond,U

U	<i>Shipwright</i>	3	0	3	7	sinda	W			Sa	0	
U	Ulvun the Owlkeeper	5	1	5	8	Man	W		R		0	
U	<i>Wood-elf</i>	3	0	3	8	silvan	W		R		0	Potion of Warming
U	<i>Mallorn-Dweller</i>	3	0	2	9	nando	W	Sc			1	Miruvor
U	Pitää Kalasta	4	1	3	8	Man	W			D	1	Potion of Prowess

Alatar		Many Foes He Fought	
Fair Travels in Wildernes		Marvels Told	
Half an Eye Open		Twilight	
Ice-Drake		Wizard Uncloaked	
0		0	
Turn: 1	Hand: 8	MP: 6	SP: 0 PD: 80
Akhorahil Desert	Adunaphe Black	Lomaw	

Gates of Morning Spring of Arda

Tidings of Death

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

, Bane of the North, Mordor in Ruins, Echoes of Númenor's Fall

, Kelper Enraged

, Minions Stir

UNTAP { wait to play avatar to keep hazard manifestation in play }

ORG

All move to Lorien, Fair Travels in Wilderness played.

MOVE

Ulvun, -w-bl-fd-fd-bl-w, haven. Lorien

HL5-2, Akhōrahil plays agent Punakäsi

HL2, Akhōrahil plays agent Jûoma

HL1, Akhōrahil plays Arda Marred+ Alatar plays Twilight

Shipwright taps to play Marvels Told, Bane of the North, Dweller supports, croll=auto

SITE

END

TURN02, vs. Black

MOVE

Gastmorgath, -w-fd-w-sl,bh

HL5, Thorin keys Orc-Guard to sh. Orcs.5s8p, MS=6s9p, detainment to SL

Faltur, 2p-3x+9sroll=8,taps

Horseman ,3p-3x-1e+6sroll=5,taps

Mariner,3p-3x+8sroll=8,taps

Ingar, 3p-3x+10sroll=10

Gastmorgath, 4p-3x+6sroll=7,taps

HL4, Thorin uses OG Dragon Hunters

HL3, Alatar-x

TURN02, Adunaphel

MOVE

Bereth, -bl,rl

HL5, Evermist-x

HL4, Dain-x

HL3, Thorin plays ENV Choking Shadows on Ruins site.

HL1, Alatar-x

TURN02, Akhorhail

MOVE

Akhorahil, -,haven

HL3, Dain uses OG Without a Second Glance of Longing

HL2, Evermist-x

HL1, Alatar-x

Hador, -bl,fh

HL3, Dain-x

HL2, Evermist-x

HL1, Alatar-x

TURN02, Desert

MOVE

Shaman, -,haven

HL2, Alatar uses OG Lassaraukar

HL1, Thorin-x; no hazards played = starting HL of two minus 1 given to Thorongil.

HL1, Thg-x

Nazog, -t-sl,haven

HL4, Alatar plays Summons From Long Sleep; Winged Cold-Drake placed with hazard.

HL2, Thorin-x

HL1, Evermist-x

TURN02-4.3

@ Lorien,U

T	<i>Shipwright</i>	3	0	3	7	sinda	W			Sa	0	
U	Ulvun the Owlkeeper	5	1	5	8	Man	W		R		0	
U	<i>Wood-elf</i>	3	0	3	8	silvan	W		R		0	Potion of Warming
T	<i>Mallorn-Dweller</i>	3	0	2	9	nando	W	Sc			1	Miruvor
U	Pitää Kalasta	4	1	3	8	Man	W			D	1	Potion of Prowess

Alatar		Many Foes He Fought	
Half an Eye Open		0	
Half an Eye Open		0	
Fram Framson		Wizard Uncloaked	
Old Winyards		0	
Turn: 2	Hand: 8	MP: 6	PD: 72 SP: 0
Desert	Black	Akhorahil	Adunaphe Lomaw

Gates of Morning Spring of Arda

Tidings of Death

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,

Merkampa at Home, Traitor

, Mordor in Ruins, Echoes of Númenor's Fall

UNTAP

ORG

Alatar played at homesite. Alatar taps to dump 5 cards from SB to discard pile:

[The Crist-i-Súlhoth, Berninga, Lumipallo, Trained Falcon, Rays of Helecthil]

Smoke Rings shuffles Marvels Told.

Alatar stays. Others move to Rhubar.

MOVE

Alatar, -, haven. Edhellond

HL2, Desert-x

HL1, Black-x

HL1, Smeagol-x

Ulvun, -w-bl-bl-w-bl-w, haven. Rhubar

HL5, Desert plays The Way is Shut.

HL3, Black-x

HL2, Akhorhail-x

HL1, Adunaphel-x

The Road Goes Ever On played on company discarding Miruvor.

Shipwright taps to play Marvels Told, Echoes of Númenor's Fall, Pitaa supports, croll=auto.

SITE

END

TURN02, vs. Desert

MOVE

Nazog, -sl-j-t,rl

HL4, Dain places True Fire-drake on Summons from Long Sleep

HL3, Alatar plays Known to an Ounce on the site that has a hoard.

HL1, Thorin-x

Grunt, -,haven

HL2, Dain uses OG Lossandamundar.

HL1, Alatar-x

HL1, Thg-x

TURN02, vs. Adunaphel

MOVE

Bereth,-bl-bl-j-sl,haven

HL5, Alatar-x

HL4, Evermist uses An Unexpected Outpost to shuffle Stay Her Appetite

HL2, Dain-x

HL1, Thorin-x

TURN02, vs. Black

MOVE

Gastmorgath, bh

HL5, Evermist uses OG Aamumeren Isä

HL4, Thorin-x

HL3, Alatar-x

HL2, Dain-x

HL1, League-x

TURN03-2.3 {Lomaw has minions at Urcheldor}

@ Edhellond,U

T	Alatar	x	10	6	9	WIZARD	W	Sc	R	Sa	0
---	--------	---	----	---	---	--------	---	----	---	----	---

@ Rhûbar, U

T	Shipwright	3	0	3	7	sinda	W			Sa	0	The Road Goes Ever On
U	Ulvun the Owlkeeper	5	1	5	8	Man	W		R		0	
U	Wood-elf	3	0	3	8	silvan	W		R		0	Potion of Warming
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc			0	
T	Pitää Kalasta	4	1	3	8	Man	W			D	1	Potion of Prowess

Alatar		Many Foes He Fought		Black Sails
Fair Travels in Wildernes		Old Winyards		Forced March
Half an Eye Open		Wind-Whisperer		Gondorian Rangers
Known to an Ounce		Wizard Uncloaked		In The Name of Mordor
0		0		Poison of His Voice
0		0		Sakalthôr
Turn: 3	Hand: 8	MP: 6	PD: 65	SP: 0
Adunaphe Desert	Black	Akhorahil	Lomaw	Sand-drake
				Tribute to Sauron
				0

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep, Merkampa at Home, Traitor, His Own Master, Mordor in Ruins

UNTAP

ORG

Wind-Whisperer played on Pitää Kalasta. Alatar taps to shuffle Sacrifice of Form to PD.

Fair Travels in Wilderness played on Ulvun's company. Alatar stays. Ulvun+ move to Elyamû.

MOVE

Alatar, -,haven. Edhellond

HL2, Adunaphel uses OG Sand-drake

HL1, Desert-x

HL1, Smg-x

Ulvun, -w-ww-w,fh. Elyamû

HL5-3, Adunaphel uses OG Sand-drake

HL1, Desert-x

HL1, Smg-x

SITE

Elyamû. No AA.

Dweller taps to play Old Winyards.

END

TURN 04 vs. Akhorahil

MOVE

Hador, -sl-t-j,bh Kadar an-Khâradun
HL3, Evermist uses OG Incite Minions
HL2, Dain-x has Scorba, Dragon's Breath, Rumor of Wealth in hand.
HL1, Alatar-x
HL1, Thg-x

TURN 04 vs. Black

MOVE {Weary to have a big HL with coastal sea in spath.}
Gastmorgath, -sl-w-cs-bl, RL; Harbâz
HL5, Alatar plays Redoubled Force
HL3, Thorin-x {dragon, Frenzy of Madness, Orc-watch in hand}
HL2, Evermist-x
HL1, Dain plays Rumor of Wealth {no dragon played}

TURN 04 vs. Desert

MOVE

Veteran, -sl-t-tt-w-w-dd,haven Chey Goumal
HL2, Thorin-x
HL1, Alatar-x
HL1, Thg-x
WATTAN shuffles Vermin for Dinner.

Nazog, -t-tt, Ruins Urud-an-Khibil
HL4, Thorin-x Drew Dragon's Desolation
HL3, Alatar plays Known to An Ounce on site.
HL1, Dain-x

Result of Known to an Ounce:

Orc Shaman faced 8p strike when tapped. Bad risk for that player.

Orc Veteran faced two strikes; wounded on first, Ineffectual on other.

TURN04-2.3

@ Edhellond, U

T	Alatar	x	10	6	9	WIZARD	W	Sc	R	Sa	0
---	--------	---	----	---	---	--------	---	----	---	----	---

@ Elyamû, T

U	Shipwright	3	0	3	7	sinda	W			Sa	0	The Road Goes Ever On
U	Ulvun the Owlkeeper	5	1	5	8	Man	W		R		0	
U	Wood-elf	3	0	3	8	silvan	W		R		0	Potion of Warming
T	Mallorn-Dweller	3	0	2	9	nando	W	Sc			1	Old Winyards
U	Pitää Kalasta	4	1	3	8	Man	W			D	1	Potion of Prowess

Alatar		The Old Thrush		Broad-headed Spear
Half an Eye Open		True Cold-drake		Dark Tryst
Many Foes He Fought		Wizard Uncloaked		Fell Turtle
Many Foes He Fought		0		Gleaming Gold Ring
0		0		Lost at Sea
0		0		0
Turn: 4	Hand: 8	MP: 6	PD: 58	SP: 0
Black	Desert	Akhorahil	Adunaphe	Lomaw
				Siege

Gates of Morning Spring of Arda Spring of Arda
 , Wardens of the Woodland Realm, Redoubled Force, Summons from Long Sleep, Summons
 From Long Sleep, Merkampa at Home, Traitor, His Own Master
 , Mordor in Ruins

UNTAP

ORG

Alatar taps to shuffle from SB to PD: [Armory]
 Alatar moves to Lorien. Ulvun+ move to Rhubar.

MOVE

Ulvun, -w-ww-w, haven Rhûbar
 HL5, Black-x
 HL4, Desert-x
 HL3, Akhorahil-x
 HL2, Adunaphel-x
 HL1, Lomaw-x
 Longbottom Leaf shuffles True Fana, Galgrin's hammer.

Alatar, -w-bl-fd-fd-bl-w, haven Lorien
 HL2, Black-x
 HL1, Desert-x

SITE

END

TURN05 vs Ren

MOVE

Ren, -,haven. Chey Goumal

HL2, Alatar plays An Unexpected Outpost to shuffle from SB: Dragon's Sleep

HL1, Alatar uses OG True Cold-drake

Ologong, -dd-w-bl-w,RL. Ruins of Anaoshak

HL3, Alatar -x Were-worm in hand

HL2, Dain-x

HL1, Thorin-x hand(Ando-anca,Bairanax,Dragon's Desolation,Frenzy of Madness,Orc Watch)

Above the Abyss untaps Ologong.

Good; no need for Deeper Shadow

TURN05 vs Uvatha

MOVE

Ufkral, -,haven. Minas Morgul

HL3, Thorin uses OG Dis

HL2, Evermist-x

HL1, Alatar-x

TURN05 vs Hoarmuraht

MOVE

Gurthlug, -,dh. Barad-dur

HL2, Evermist-x

HL1, Alatar-x Were-worm only hazard.

HL1, Thg-x

Gorbag, -dd-dd-sl-dd,fh. Rhosgobel

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Hoarmurath taps to play Voices of Malice to target Summons From Long Sleep with True Fire-drake owned by Dain.

Hoarmurath, -dd-sl-dd-dd-sl,haven. Minas Morgul

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Shaman, -sl-dd,dh. Barad-dur.

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

TURN05 {Lomaw at Collarmount, Celeb-Ost}
 @ Lorien, U

T	Alatar	x	10	6	9	WIZARD	W	Sc	R	Sa	0
---	--------	---	----	---	---	--------	---	----	---	----	---

@ Rhubar, U, 6MP; 2.fGI

U	Shipwright	3	0	3	7	sinda	W			Sa	0	The Road Goes Ever On
U	Ulvun the Owlkeeper	5	1	5	8	Man	W		R		0	
U	Wood-elf	3	0	3	8	silvan	W		R		0	Potion of Warming
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc			1	Old Winyards
U	Pitää Kalasta	4	1	3	8	Man	W			D	1	Potion of Prowess Wind-Whis

Alatar		Twilight				0
Alatar		Were-worm				Deeper Shadow
Many Foes He Fought		Wizard Uncloaked				Orc Quarrels
The Old Thrush		Wizard's Staff				Vuk
0		0				Thrall-ring
0		0				Rabies
Turn: 5	Hand: 8	MP: 6	PD: 55	SP: 0		Troth-ring
Ren	Hoarmura	Dwar	Uvatha	Lomaw		Wolves
						Orc Quarrels

Gates of Morning Spring of Arda Spring of Arda
 , Wardens of the Woodland Realm, Redoubled Force, IceDrake, Summons From Long Sleep,
 Traitor, His Own Master
 , It Stinks, Mordor in Ruins

UNTAP {want to keep wizard at haven for teleport, but Ren can load with corruption hazards}
ORG

Alatar taps to dump 4 cards from SB to DP: [Gates of Morning x2, Rays of Helecthil x2]
 Avatar card untaps Alatar. Avatar taps to shuffle from SB: [Cup of Farewell]
 Alatar moves to Rhubar.
 Others stay.

MOVE

Ulvun, -,haven. Rhubar.
 HL5, Ren uses OG Vuk.
 HL4, Hoarmurath plays An Unexpected Outpost shuffles from SB: *His Fury Has Betrayed Him*
 HL2, Dwar moves agent, FD Baugur from Hermit's Hill to Framsburg; taps.
 HL1, Dwar moves agent Freca at Barrow-downs, down; taps

Alatar, -w-bl-w-w-bl-w,haven. Rhubar. Wardens of WLR makes WL a wilderness
 HL2, Ren plays Awaken Denizens
 Armory played.

SITE

END Vidugavia.Dain

TURN06 vs Ren

MOVE

Ologong, -w-bl-w,bh. Thraath
HL3, Dain uses OG Velocity of Haste
HL2, Evermist-x
HL1, Alatar-x

TURN06 vs Uvatha

MOVE

Ulrac, -,bh. Relerindú
HL2, Thorin uses OG Passion of Wrath
HL1, Alatar-x Only Were-worm in hand
HL1, Thg-x

Uvatha, -sl-sl-dd,haven. Chey Goumal
HL2, Thorin uses OG Dwarven chain-shirt
HL1, Alatar-x
HL1, Thg-x
WATTAN shuffles Asdriags; to play Cult of the Dark Lord next turn.

Pon Opar, -bh. Raider-hold.
HL2, Thorin uses OG Kheled-zâram
HL1, Alatar-x
HL1, Thg-x

TURN06 vs Hoarmurath

MOVE

Hoarmurath, -,haven. Minas Morgul
HL2, Alatar uses OG were-worm
HL1, Thorin plays Power Built By Waiting

Gorbag, -dd-sl-w, RL. Haudh-in-Gwanûr Sneakin
HL2, alatar plays Daelomin At Home
Hoarmurath RW taps to play Voices of Malice, targets Shut Yer Month.

Gurthlug, -,dh. Barad-dur
HL3, Alatar uses OG Many Foes He Fought
HL2, Thorin-x
HL1, Evermist-x

Turn was okay; all together. Go play staff next turn.

TURN06-4.3 {Lomaw at Celeb-Ost in Hunger, Collarmount}

@ Rhubar, U

T	Alatar	x	10	6	9	WIZARD	W	Sc	R	Sa		0	The Road Goes Ever On	Potion of V
U	Ulvun the Owlkeeper	5	1	5	8	Man	W		R			0		
U	Pitää Kalasta	4	1	3	8	Man	W				D	1	Potion of Prowess	Wind-Whis
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Old Winyards	
U	Shipwright	3	0	3	7	sinda	W			Sa		0		
U	Wood-elf	3	0	3	8	silvan	W		R			0		

Alatar		The Old Thrush			Creature of an Older Wo
Fair Travels in Wildernes		Twilight			Ghouls
Longbottom Leaf		Wizard Uncloaked			Helm of Fear
Song of Appeasement		Wizard's Staff			0
0		0			0
0		0			0
Turn: 6	Hand: 8	MP: 6	PD: 50	SP: 0	0
Hoarmura	Uvatha	Ren	Dwar	Lomaw	0
					0

Gates of Morning Spring of Arda Spring of Arda Helecthil Light of the North

, Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long Sleep

, Angurth at Home, Agburanar at Home, Corlagon At Home, Khuzadrepa at Home, Ando-anca

At Home, It Stinks, Bairanax at Home, Mordor Rebuilt, Like Shreds of Cloud

, Sleepless Malice

UNTAP

ORG

Alatar taps to shuffle from SB: [Focused Staff]

Woodelf stay.

Alatar(Ulvun, Pitaa), Dweller, Shipwright, move to Hollow Spire.

EOOP. Fair Travel in Wilderness played

The Road Goes Ever On untaps Alatar.

MOVE.6-Alatar

Shipwright, -,haven. Rhubar

HL2, Hoarmûrath-x

HL1, Ûvatha-x

HL1, Smg-x

Alatar, -w-ww-ww-w,RL. Mountain. Hollow Spire, FT Wilderness, Helecthil Light of the North
Hom hand(Ghouls, Ghosts, Mewlips, Moon is Dead, Out of the Swamps. Alatar has wFire.

HL5-3, Hoarmûrath plays The Moon Is Dead

HL1, *Hoarmûrath keys Ghosts to RL using Sleepless Malice, undead.3s9p, MiD=4s10p

Wizard's Fire played. Ulvun, Pitaa, Dweller support cc, -4.spell+3.sup+croll=auto

Potion of Prowess used.

Alatar taps to face 2 strikes.

Alatar, 6p+5.sp+1.potion-3x+4sroll=13,fail

Alatar, 6p+5.sp+1.potion-3x-1t+2sroll=10,ineff ; hope that does not bite back.

Ulvun, 5p+1.potion-1t+8sroll=13,fail

Dweller, 2p+1.potion-1t+9sroll=11,fail.

HL1, Hoarmûrath keys Mewlips to WW.undead.2s10p, MiD=3s11p

Ulvun the Owlkeeper, 5p+1.potion-1t+4sroll=9, success. 3broll=wounded

Pitää Kalasta, 2p+1.potion-1t+9sroll=11,ineff

Woodelf, 3p+1.potion-1t+8sroll=11,ineff

Alatar plays Grinding Ice. Spring of Arda with 1 token owned by Evermist now has 2 tokens

SITE

Hollow Spire, (1)Dragon---1 strike with 14 prowess

The Old Thrush played, dragon.1s11p

Dweller, 2p+1.potion-1t+4sroll=6, success. 8broll+1.delta=9,wounded

Avatar card untaps Alatar.

Alatar taps to play Wizard's Staff.

END Theoden.Thorin(next turn)

MOVE.7- Hoarmurath

Hoarmurath, -,haven. Minas Morgul.

HL2, Dain uses OG Dragon's Terror

HL1, Alatar-x

HL1, Thg-x

Gorbag, -w-sl,haven. Minas Morgul

HL2, Dain-x

HL1, Alatar-x

HL1, Thg-x

Gurthlug, -dd-sl,haven. Minas Morgul

Hoarmûrath plays Twilight, Gates of Morning(1)

HL3, Dain plays Itangast aHunt; will only affect Uvatha if moving in target regions

HL1, Alatar-x

MOVE.7-Dwar

Ufkral, -sl-dd,haven. Dol Guldur

HL3, Alatar-x

HL2, Evermist-x

HL1, Dain-x

HL1, Thg-x

Dwar, -sl-dd-dd-sl-sl-dd,haven. Chey Goumal

HL2, Alatar-x

HL1, Evermist-x

HL1, Thg-x

Gorfaur, -sl-dd,DH. Cirith Gorgor

HL4, Alatar-x

HL3, Evermist-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

TURN07-4.3

{Lomaw at Collarmount, Lothragh Camp}

@ Hollow Spire, T

T	Alatar	x	12	8	9	WIZARD	W	Sc	R	Sa		2	The Road Goes Ever On	Potion of V
W	Ulvun the Owlkeeper	5	1	5	8	Man	W		R			0	Wizard's Staff	
T	Pitää Kalasta	4	1	3	8	Man	W				D	0	Wind-Whisperer	
W	Mallorn-Dweller	3	0	2	9	nando	W	Sc				1	Old Winyards	
T	Wood-elf	3	0	3	8	silvan	W		R			0		

@ Rhubar, U

U	Shipwright	3	0	3	7	sinda	W			Sa		0				
Focused Staff		Potion of Prowess				Black Rider										
Ford		Sacrifice of Form				Dwar the Ringwraith										
Losrandir		Song of Appeasement				Leeches										
Marvels Told		Twilight				Pûkel-men										
0		0				Riven Gate										
0		0				The Tormented Earth										
Turn: 7	Hand: 8	MP: 9	PD: 37	SP: 0			0									
Dwar	Hoarmura	Uvatha	Ren	Lomaw			0									

Spring of Arda Spring of Arda Helecthil Light of the North

Grinding Ice

, Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long Sleep

, Angurth at Home, Great Army of the North, Corlagon At Home, Khuzadrega at Home, Andoanca At Home, Near to Hear a Whisper, It Stinks, Bairanax at Home, Drought, Mordor Rebuilt, Like Shreds of Cloud

, Itangast aHunt

, Out of the Swamps

UNTAP

ORG

Alatar(Ulvun) move to Irerock to face Itangast Ahunt. Discard Ulvun with spell.

Shipwright stays.

Pitaa Kalasta, Dweller, Woodelf move to Rhubar.

Wood-elf taps to play Ford

LONG

Grinding Ice discarded by Alatar

MOVE

Shipwright, -,haven. Rhûbar

HL2, Dwar uses OG Pûkel-men

HL1, Hoarmurath-x

HL1, Smg-x

Alatar, -w-ww-ww-w,RL. Irerock

Itangast aHunt attacks keyed to Withered Heath. Fire dragon.4s16p7b

Old Thrush played. {Play it now since it affects the attack?}

1 strike to Alatar, 3 strikes to Ulvun.

Sacrifice of Form by wizard; played in Northern Waste

Spring of Arda token +1 due to spell in Northern Waste.

Two body checks for aHunt.

$9\text{broll}+3.\text{thrush}+3.\text{form}=15,$

$8\text{broll}+3.\text{thrush}+3.\text{form}=14$

Itangast a Hunt eliminated; no MP played by Hero player.

Ulvun discarded due to all non-item cards controlled by wizard are discarded.

HL2, Dwar-x

HL1, Hoarmurath-x

Pitaa, -w-ww-ww-w,haven. Rhubar. Ford, Helecthil Light of the North

HL3-1, Dwar plays Enchanted Stream. No Ranger to cancel.

HL1, Dwar plays Leeches on company that has faced Enchanted Stream.

Vermin+Animal.all.6p

Pitaa, $3\text{p}+1.\text{card}-3\text{x}+8\text{sroll}=9$

Dweller, $2\text{p}-2\text{x}+11\text{sroll}=11$

Woodelf, $3\text{p}-1\text{t}+5\text{sroll}=7$

Bairanax at Home (Uvatha) +1 to HL facing animal creature

HL0+1, Dwar-x

Song of Appeasement played on spirit-namer Pitää Kalasta after facing an Animal attack.

Pitää Kalasta taps to discard Out of the Swamps.

Shipwright taps to play Marvels Told, Near to Hear a Whisper, $9\text{croll}-2.\text{res}=7,\text{pass}$

SITE

END Saruman.Alatar(next turn)

MOVE.8-Uvatha

Ulrac, -,bh. Iorag Camp.

HL2, Alatar plays The Watchful Peace

HL1, Alatar uses OG True Fána

Ulrac, -dd-sl-sl-t,bh. Variag Camp. Drought, 3 region move; Sunland Ranger homesite.

HL2, Alatar plays Something Has Slipped

Pon Opar, -dd-w-w-t,bh. Isvat

HL2, Alatar plays Angurth aHunt

MOVE.8-Ren

Ren, -sl-dd-dd-sl-sl-dd,Chey Goumal, Fell Rider, flying

HL2, Evermist -x

HL1, Alatar-x

Ologong,-bl-w-dd,Chey Goumal.

HL3, Evermist -x

HL2, Alatar-x

HL1, Thorin plays An Unexpected Outpost to shuffle from SB: Deftness of Agility

MOVE.8-Dwar

Gorfaur, -dd-sl-dd,haven. Dol Guldur

HL4, Dain-x

HL3, Thorin-x

HL2, Alatar plays Twilight to discard Drought . Ren

Ufkral, -dd-sl-dd-dd,dh. Minas Durlith

HL3, Dain-x

HL2, Thorin-x

HL1, Alatar-x

HL1, Thg-x

TURN08-1.3

{Lomaw at Shoreless Isles in no mode, Collarmount.DD-Talath Oiohelka}

@ Rhubar,U

T	<i>Shipwright</i>	3	0	3	7	sinda	W			Sa	0	The Road Goes Ever On	Potion of V
												Enchanted Stream	
T	Pitää Kalasta	4	1	3	8	Man	W			D	0	Wind-Whisperer	
W	<i>Mallorn-Dweller</i>	3	0	2	9	nando	W	Sc			1	Old Winyards	
T	<i>Wood-elf</i>	3	0	3	8	silvan	W		R		0		

Dragon's Sleep	Ringil				An Unexpected Outpost
Ford	Were-worm				Wain-easterlings(M)
Marvels Told	Winged Cold-drake				Boars
Potion of Prowess	0				Choking Shadows
0	0				Dâsakûn
0	0				Heart Grown Cold
Turn: 8	Hand: 8	MP: 7	PD: 24	SP: 0	Swag
Uvatha	Ren	Dwar	Hoarmura	Lomaw	Well Aimed

Spring of Arda Spring of Arda Helecthil Light of the North
 , Wardens of the Woodland Realm, The Watchful Peace, Power Built By Waiting, IceDrake,
 Summons From Long Sleep
 , Angurth at Home, Great Army of the North, Khuzadrepä at Home, Ando-anca At Home, It
 Stinks, Bairanax at Home, Mordor Rebuilt, Like Shreds of Cloud, The Black Gate Closes
 , Angurth aHunt, Canadras Ahunt

UNTAP

ORG

Enchanted Stream . Dwar discarded.

{two factions in deck with some characters with home sites to the west; go there }

All move to Logath Camp to be four regions from Talath Uichel.

EOOP. Wood-elf taps to play Ford.

MOVE.8-Alatar

Pitaa Kalasta, -w-ww,bh. Logath Camp. Ford.

HL4, Uvatha keys Kine of Araw to Forrhun, animal.all.7

Shipwright taps to play Marvels Told, Bairanax at Home, 4croll-2res=2.

Woodelf, 3p-1t+7sroll=9

Shipwright, 3p-1t+6sroll=8

Pitaa, 3p+7sroll=10

Dweller, 2p-1t+10sroll=11, killed creature.

HL3, Uvatha plays Heart Grown Cold

HL2, Uvatha uses OG Tokens to Show

{Boars in hand}

HL1, Ren plays Lure of the Senses on Shipwright

SITE

END Saruman.Evermist

MOVE.9-Necro

Calendal, -sl-dd,dh. Barad-dur.

HL2, Alatar plays Gostir at Home

HL1, Alatar uses OG Ringil.

Tarcil, -sl-w-fd-fd,fh. Pelargir.

HL4, Alatar-x

Dain taps Power Built By Waiting for +1HL

HL4, Dain keys Light-drake to W,drake.2s8p

HL3, Dain plays Dragon's Terror

HL2, ...discarding True Fire-drake targeting Hendolen; 9hroll-6min=3,taps.

Hendolen, Ostisen face strikes.

HL1, Dragon's Blood played targeting Hendolen.

Hendolen, 3p-1t+9sroll=11, defeat; body check, 3broll=not wounded.

Ostisen, 3p-1t+8sroll=10, defeat; killed creature.

MOVE.9-Dark

Thulin, -w-w-w,RL. Ruined Signal Tower, Hidden Ways

HL4, Thorin-x; need a dragon in hand.

HL3, Evermist-x

HL2, Alatar plays Something Has Slipped

{Winged Cold-drake, Were-worm in hand}

MOVE.9-Wking

Rogrog, -fd-w-sl,haven. Carn Dum.

HL4, Evermist plays Leucaruth at Home

HL3, Evermist uses OG Ring of the Protector

HL2, Alatar plays from Summons From Long Sleep, Ice-drake, drake.2s15 = 2s17p

{hoped to draw Nice Place or Voices}

Shaman supports Rogrog.

Rogrog, 8p+2wp+1.sup+6mroll=17

Forest-Troll, 4p-3x+9mroll=10, success. 9broll+1.delta=10, killed.

Shaman plays Freeze the Flesh, Sniffler supports, -4.res+1.sup+8croll=5.

TURN09-3.3

@Logath Camp, U; Thranduil's elves here just played Ent-wives.

T	Wood-elf	3	0	3	8	silvan	W		R			0	The Road Goes Ever On	Potion of V
T	Shipwright	3	0	3	7	sinda	W			Sa		2	Lure of the Senses	
T	Pitää Kalasta	4	1	3	8	Man	W				D	0	Wind-Whisperer	
T	Mallom-Dweller	3	0	2	9	nando	W	Sc				1	Old Winyards	

Galgrin's Hammer	Smoke Rings		Anarin
Logath Herdsmen	Were-worm		Awaiting the Call
Potion of Prowess	Winged Cold-drake		Celedhring
Smoke Rings	0		Not Slay Needlessly
0	0		Scroll of Isildur(M)
0	0		0
Turn: 9	Hand: 8	MP: 7	PD: 15
SP: 0			
Necro	Witchking	Dwarf	ardagor
			Lomaw
Collarmount .	Shoreless Is .		0

Skies of Fire Tokens to Show

, Wardens of the Woodland Realm, The Watchful Peace, Leucaruth at Home, Power Built By Waiting, Gostir at Home

, All Dead All Rotten, Redoubled Force, Like Shreds of Cloud, Angmar Arises, Terror From the Deeps, The Reach of Ulmo, Summons From Long Sleep, Angurth at Home, Great Army of the North, Khuzadrepä at Home, Mordor Rebuilt, The Black Gate Closes

, Canadras Ahunt, The Way Is Shut

, Dark Designs of Mordor

UNTAP

ORG

{ Alatar is sacrificed; avatar card in PD }

Smoke Rings shuffles from SB: [Flame of Anor]

Smoke Rings shuffles from DP: [Ford]; hide from wilderness creatures.

Shipwright no tap remove hazard, LoS, 8hroll-6.base-3x=-1,fail.

Pitaa Kalasta+ stay.

MOVE

Pitaa Kalasta, -,bh. Logath Camp.

HL4, Necro plays Anarin as agent.

HL2, Wking plays In Darkness Bind Them

HL1, Wking moves agent Firiël, FD, first time from Druadan Forest, adjacent to home site region Lebennin, to Dunharrow. {get closer to Wilderland and Lord Thrain}

SITE

Logath Camp, bh.

(1)Men---each character faces 1 strike with 5 prowess (detainment)

Wood-elf, $3p-3x+5sroll=5$

Shipwright, $3p-3x+7sroll=7$

Pitää Kalasta, $3p-3x+8sroll=8$

Dweller, $2p-3x+11sroll=10$

Pitaa Kalasta taps to make INF on Logath Herdsmen.8

+1.di+1.mod(Men)+3iroll=5,fail.

Wood-elf taps to play Potion of Prowess, taps site.

END Vidugavia.Thorin

{Alatar and Vanha now in hand}

MOVE.10-Ardagor.

Ardagor, -w-w-w,RL. Ettenmoors. Redoubled Force in play.

HL3, Thorin-x {Frenzy, Daelomin, Dragon Desolation, Choking S in hand!}

HL2, Evermist-x

HL1, Alatar keys Winged Cold-drake to www. Drake.2s13p,attacker

Old Troll plays Bold Thrust.

Old Troll, 5p+3.res+2mroll=10, success. 3broll=wounded

Ulkaur, 6p-2w+7mroll=11, success, 4broll=wounded

WATTAN shuffles Voices of Malice.

MOVE.10-Wking

Rogrog, -sl,dh. Litash

HL4, Alatar keys Ice-Drake from SFLS to Angmar; drake.2s15+2prowess

Rogrog taps to play A Nice Place to Hide to cancel attack.

{Thought about use Hounds of Sauron to reduce to one strike; faced by Rogrog}

HL3, Alatar uses avatar card as OG.

HL2, Dain untaps Power Built By Waiting; Corlagon in hand! No Doors.

Shaman taps to play Voices of Malice, Taint of Deep Lore, -2.res-1.taint+12croll=9.

Wking, -sl,haven. Carn Dum.

Call to Arms played on Witch-king. Now 4 SP

HL2, Alatar-x

HL1, Dain-x

HL1, Thg-x

Chief, -,sh. Mount Gram

HL2, Alatar uses OG Shifting Paths

HL1, Dain-x

HL1, Thg-x

MOVE.10-Dark

Nain,-,haven. Carn Dum

HL4, Evermist plays as agent Unor

HL3, Evermist plays from discard pile on agent Unor, Gollum's Cave.

HL1, Alatar-x

Thulin, -w-w,haven. Geann a-Lisch. Hidden Ways

HL4, Evermist-x

HL3, Alatar plays Lost in the Wilderness; +2 to hazards

HL4, Alatar-x; has Were-worm in hand.

HL3, Dain-x; has True Fire-drake and Corlagon in hand.

HL2, Thorin-x

HL1, Cirdan-x

CVCC

HOARMURATH

U	Gorbag	6	3	8	10	Uruk	W	Sc					3	Whip	The Gwaedhel-Sword
														Cracking Whip	Smart and Secret
U	Muzgash	2	0	4	9	Uruk	W						2	Orc-Pouch	No Better
T	Orc sniffer	2	0	2	9	orc	W	Sc					0		Orc-liquor

ALATAR

T	Wood-elf	3	0	3	8	silvan	W			R				1	The Road Goes Ever On	Potion of V
U	Shipwright	3	0	3	7	sinda	W				Sa			2	Lure of the Senses	
T	Pitää Kalasta	4	1	3	8	Man	W					D		0	Wind-Whisperer	
U	Mallorn-Dweller	3	0	2	9	nando	W	Sc						1	Old Winyards	

Use Potion of Prowess.

Use Orc-Liquor. 11 body stats

Use Orc-Pouch to grab from SB: Orc-draughts; play it.

Shipwright v Sniffler

Dweller vs Muzgash

Gorbag v Pitaa Kalasta and Woodelf.

Gorbag, $6p+2.wp+1.draught+8mroll=17$

Pitaa, $3p+1.potion+1.woodelf+5sroll=10$, success. $7broll+1.delta=8$, wounded.

The Gwaedhel-Sword tapped to place Endless Whispers on target.

Dweller, $2p+1.potion+8sroll=11$

Muzgash, $4p-3x+1.draught +7mroll=9$, success. $10broll=wounded$.

Shipwright, $3p+1.potion+11sroll=15$

Sniffler, $2p-1t+1.draught +5mroll=7$, success. $6broll+1.delta=7$, wounded.

HOARMURTH

ALATAR

1	2	3	1	2	3
8	7	5	5	8	11
7	5	10	8	10	6

MOVE.10-Alatar

Vanha, -,haven. Rhubar

HL2, Wking uses OG Turning Hope to Despair

HL1, Dark-x

HL1, Smg-x

Vanha taps to grab from SB: Healing Herbs, using Cup of Farewell.

Pitaa, -ww-bl,fh. Olyvaud. Ford

HL4, Wking-x

HL3, Dark-x; Light-drake x2, Dragon's Terror x2 in hand

HL2, Ardagor plays Short Legs are Slow

SITE

Olyvaud, fh. AA-none

Shipwright taps to make INF on Fur Traders of Dyr.8

+0.di+2.mod(elves)+6iroll=8,fail.

Old Winyards discarded to make playable minor item.

Dweller taps to play Healing Herbs, taps site.

<

Scatha the Worm discards Whispers of Wealth to relocate 4 regions to Olyvaud.

Scatha plays Pierced with Enchantment, selects Wood-elf.3m, 12-3m-2.base=7,success.

Scatha vs. Dweller

Wood-elf vs. Shipwright

Scatha, 9p-1t+4mroll=12

Dweller, 2p-1t+7sroll=8, 8broll=wounded

Woodelf, 3p-1t+5sroll=7, 11broll=killed

Shipwright, 3p-1t+6sroll=8

END Denethor.Evermist

<Deck exhausts when hand reset: 9.9 cards drawn/turn; 13 recycle

All Dead All Rotten (Wking) discarded

Like Shreds of Cloud(Wking) discarded

Cards moved from SB to DP: [White Wolves x2,Spirit Crime x3]

Cards moved from DP to SB: [Longbottom Leaf,Beadmaker's Healing Runeknife,

Potion of Prowess, Potion of Prowess,Miruvor]

102 cards in 2nd PD.

98	49	38	9	4	9	1	0
h1	p1	d1	r1	v1	o1	g1	b1

MOVE.11-Necro

Tarcil, -w-w-sl, haven. Minas Morgul

HL4-1, Thorin-x

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

TURN.11-Dark

Thulin II, -w-c-c, RL. Isle of Ulond.

HL4, Alatar-x were-worm in hand

HL3, Dain-x; True fire-drake in hand

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

Nain, -, ud. DH. Iron-Deeps

HL3, Alatar-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

Thrice Told Tales discarded.

MOVE.11-Ardagor

Ardagor, -, RL. Ettenmoors

HL4, Evermist uses OG Lossadan Hunters

HL3, Alatar-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

Lomaw the Old played earlier Gostir Roused

Azjan, Barl Synnac, Lhûgdalf, Mur Fostisyr and/or Ukal Sêj faces an attack: Cold- dragon — 3 strikes at 14/8 prowess/body.

TURN11-3.3

@ Rhubar, U

T	Vanha	4	1	2	9	Dún			R	Sa	0	Cup of Farewell
---	-------	---	---	---	---	-----	--	--	---	----	---	-----------------

@ Olyvaud, T

												The Road Goes Ever On	Potion of Warming
T	Shipwright	3	0	3	7	sinda	W		Sa	2		Lure of the Senses	
W	Pitää Kalasta	4	1	3	8	Man	W		D	0		Wind-Whisperer	Endless Whispers
W	Mallorn-Dweller	3	0	2	9	nando	W	Sc		1		healing herbs	

@ Off to the Side

T	Alatar	x	12	8	9	WIZARD	W	Sc	R	Sa	2	Wizard's Staff	Sacrifice
---	--------	---	----	---	---	--------	---	----	---	----	---	----------------	-----------

Alatar the Hunter	Many Foes He Fought											Crooked Promptings
Dragon's Sleep	Morinehtar											0
Ford	Reforging											0
Half an Eye Open	Were-worm											Gleaming Gold Ring
0	0											Long Forgotten Gold
0	0											Not Slay Needlessly
Turn: 11	Hand: 8	MP: 7	PD: 98	SP: 0								Old treasure
Dwarf	ardagor	Necro	Witchking	Lomaw								Desperate Strike
Lar-huz	Hollow Spire	Shoreless Is .		15 MPs								Dragon's Terror

Safe From the Shadow Saw Further and Deeper The Doom of Choice Winter Lost Its Bite

Peace and Beauty Never Beheld

Doors of Night

The Great Eye

, Wardens of the Woodland Realm, Power Built By Waiting, Rammas Pelennor

, Angmar Arises, In Darkness Bind Them, Reaching Shadow, Great Army of the North, Mordor

Rebuilt

UNTAP

ORG

Shipwright no roll haz, 5hroll-3x-6.base=4.fail

Shipwright taps to remove haz, EW, 6hroll-7.base=-1, fail.

Vanha stays.

Pitaa Kalasta+ move to Rhubar for healing.

MOVE.11-Alatar

Pitaa, -bl-w2-w, haven. Rhubar.

Gostir Roused attack: Cold- dragon — 3 strikes at 14/8 prowess/body.

Morinehtar played with company.

Dweller uses Healing Herbs to untap Shipwright.

Shipwright plays Many Foes He Fought.

Shipwright, 3p+6sroll=9, success. 11broll+1.delta=12,killed

[Found this error on Turn 13; attack not affecting company path. Let it be.]

HL3, Dark plays Leaving Middle-earth

HL2, Dark moves agent Drór, FD, from Amon Anlug to Vasaran Ahjo.

Vanha, -, haven. Rhubar.

HL2, Dark uses OG Dragon's Terror

HL1, Ardagor plays Minions Stir

SITE

END Vidugavia.Evermist

MOVE.12-Necro

Calendal, -,dh. Barad-dur

HL2, Evermist has agent Ulkûs untap at Grey Havens where Dark Dwarves are located.

Tarcil, -sl-w-fd-fd,fh. Pelargir

HL4, Evermist keys Crebain to W. animal.each.5p

Eye Never Sleeping cancels attack.

HL2, Alatar keys Alatar the Hunter to Lebennin. Maia.2s13p9b,attacker

Eye Never Sleeping cancels attack.

+

Carambor taps to move agent to Dol Amroth.

Tarcil, -fd-fd,fh. Pelargir

HL4, Evermist plays The Way Is Shut

HL2, Alatar-x

HL1, Dain-x

Plays An Untimely Whisper;

Evermist: Great Seagull,Ice Giant,Marvels Told,New Friendship,Pipe

Alatar: Bifur,Focused Staff,Ford,Ice-Drake,Many Foes He Fought

Celedhring, -dd-dd-sl-dd,haven. Dol Guldur

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x Fake is no use

MOVE.12-Ardagor

Ardagor, -w-w,RL. Barrow-downs

Swift Onset played.

HL2, Alatar uses OG Bifur; Ice-drake, True Cold-drake, Were-worm no use.

HL1, Dain keys True Fire-drake to WW, DON in play, drake.2s13p

Diversion played by Troll Henchman.

Ulkaur, -w-w,sh. Creb Durga.

HL2, Alatar plays The Watchful Peace

Ognor, -,sh. Creb Durga

HL3, Alatar uses OG Ice-Drake; not playable in Iron Hills

HL2, Dain-x

HL1, Thg-x

MOVE.12-Alatar

Pitaa, -,haven. Rhubar

HL2, Ardagor uses OG Left Behind

HL1, Necro-x

HL1, Smg-x no factions for Muster Disperses

Raudabern, -w-w2-bl,fh. Olyvaud; Ford

HL3, Ardagor-x

HL2, Necro-x

HL1, Wking-x

HL1, Smg-x no factions for Muster Disperses

SITE

END

Morinehtar

			Alatar	Lomaw
			9	16
C	7	Elyamû	5	7
I	7	Illuin	3	3
F	2	vs. Lomaw	0	5
A	1	Northern Waste	0	0
M	2	Warriors	0	1
K	13	Horrors of War	1	0

1	Alatar	s00,p102	.	
2	Alatar	h102,p105u	.	
3	Alatar	h105,p106u	.	
4	Alatar	h109,o110	.	
5	Raudabern	h109,d109		h211,p212
6	Fram Framson	h102,d102	.	
7	Vanha	h109,p110	.	
8	Galgrinic	h110,d110		h212,d212
9	Lothwen	h101,d101	.	
10	Róin	h108,d108	.	
11	Marin	h103,d103		h212
12	Bifur	h110,d110		h211,o212
13	Bofur	s00,o101	.	
14	Fili	h108,d108		h212,d212

Doing poorly after 12 turns; few MP, current weak companies, and wizards off to the side. Played 20 hazards; faced 22. Defended two CvCC resulting in two elf deaths (Turn 10,11). Rolled 23 strikes, 4 bc, 3 cc. Half of cards taken to hand are played. Exhausted during Turn 10. Wizard's Staff only significant MP card on the table.

Avatar was in hand to start resource turn, but not played until next turn 2. First opposed Harad Division and faced 4 hazards. Mordor (11), Eriador(7) followed. Two faction influence attempts failed. Hoarmurath threw undead creatures during Turn 6. Later that turn Mallorn-Dweller is wounded at Hollow Spire before Alatar plays his staff. Turn 7 has Alatar and Ulvun encounter Itangast Ahunt. Old Thrush used. Two strikes means two body checks. Confusion on spell had me discard Ulvun with Sacrifice of Form. Removing that five prowess Man hinder later turns. His Ice-Drake kills Forest-Troll. Freeze the Flesh played.

Gorbag and two orcs visit four heroes with none with a 4+ prowess. Pitaa-Kalasta hears Endless Whispers from The Gwaedhel-Sword. Scatha the Worm hears Whispers of Wealth of cutting Healing Herbs four regions away. Pierced with Enchantment causes a sudden switch. Shipwright had to kill Wood-elf at Olyvaud. Gostir Roused then played. After facing that dragon, Gostir faces three heroes – one is killed. Then learned two turns later the Roused attack was not legal. Sometimes I get hasty believing I made an error and rush to fix. Will not correct this error. Alatar the Hunter played against Necromancer's minions at Pelargir. Eye Never Sleeps.

1	Wizard's Staff	h104,p106	.
2	Belegennon	s00,d101	.
3	Ringil	h107,o109	.
4	Beadmaker's Healin	h101,d101	.
5	Old Winyards	h101,p103	.
6	Potion of Prowess	h106,p109	.
7	Logath Herdsmen	h109,p109fail	.
8	Fur Traders of Dyr	h109,i110	.
9	Losrandir	h107,d107	.
10	Reforging	h103,d103	.
11	Reforging	h110	.
12	The Windlord Found	h106,d106	.
13	Many Foes He Foug	h101,d104	.
14	Many Foes He Foug	h103,o106	.
15	Many Foes He Foug	h110,p212	.
16	Ford	h106,p107,r109s	.
17	Ford	h108,p108	.
18	Ford	h109,p110	.
		h110,p212	.
19	Fair Travels in Wilde	h101,p101	h212
20	Fair Travels in Wilde	h102,p103	.
21	Fair Travels in Wilde	h106,p106	.
22	The Old Thrush	h104,d105	h212
23	The Old Thrush	h105,p106	.
24	The Old Thrush	h107,p107	.
25	Marvels Told	s00,p101,r102	.
26	Marvels Told	h102,p102	.
27	Marvels Told	h107,p107	.
		h107,p108	.
28	Grinding Ice	h106,p106	.
29	Song of Appeaseme	h105,p107	.
30	Wind-Whisperer	h103,p103	.
31	Hithailin	h110,d110	.
32	The Road Goes Eve	h102,p102	.
33	Morinehtar	h110,p211	.
34	Wizard Uncloaked	h101,d107	.
35	Wizard's Fire	h106,p106	.
36	Smoke Rings	h102,p102	.
37	Smoke Rings	h109,p109	.
38	Smoke Rings	h109,p109	.
39	Longbottom Leaf	h104, p104	
40	Longbottom Leaf	h106,d106	.

1	Were-worm	h101,d101	h211	
2	Were-worm	h105,o106	.	
3	Were-worm	h107	.	
4	Ice-Drake	h101,u102	h211,o212	
5	Ice-Drake	h103,d103	.	
6	Ice-Drake	h109,p110c	.	
7	True Cold-drake	s00,d101	h212,d212	
8	True Cold-drake	h104,o105	.	
9	True Cold-drake	h106,d107	.	
10	Winged Cold-drake	h101,n102	.	
11	Winged Cold-drake	h108,d109	.	
12	Winged Cold-drake	h109,p110	.	
13	Lassaraukar	h101,o102	.	
14	Lassaraukar	h108,d108	.	
15	Lassaraukar	h109,d109	.	
16	Angurth aHunt	h108,p108	.	
17	Daelomin At Home	h106,p106	.	
18	Gostir at Home	h108,p109	.	
19	Twilight	s00,p101	.	
20	Twilight	h105,p108	.	
21	Wound of Long Burd	h103,d104	.	
22	Wound of Long Burd	h106,d107	.	
23	Wound of Long Burd	h107,d107	.	
24	Known to an Ounce	h102,p103	.	
25	Known to an Ounce	h103,p104	.	
26	Something Has Slip	h108,p108	.	
27	Something Has Slip	h109,p109	.	
28	Shifting Paths	h110,o110	.	
29	Redoubled Force	h104,p104	.	
30	Half an Eye Open	h101,d103	h211,d211	
31	Half an Eye Open	h102,d103	h212	
32	Half an Eye Open	h105,d105	.	
33	Lost in the Wildernes	h103,d104	.	
34	Lost in the Wildernes	h110,d110	.	
35	Will Shaken	h106,d106	.	
36	Summons From Lon	h102,p102	.	
37	The Watchful Peace	h105,p108	.	
38	An Unexpected Outp	s00,p101	.	
39	An Unexpected Outp	s00,p101	.	
40	An Unexpected Outp	h104,p105	.	

SIDEBOARD			
Galgrin's Hammer	r104b,h109		
The Crist-i-Sûlhoth	x102		
Dragon-helm			
arrows shorn of ebony			
arrows shorn of ebony			
healing herbs	g110,p110		
Berninga	x102		
Lumipallo	x102		
Trained Falcon	x102		
Trained Falcon			
When I Know Anything			
Gates of Morning	x105		h212,p212
Gates of Morning	x105		
Rays of Helecthil	x102		
Rays of Helecthil	x105		
Rays of Helecthil	x105		
Resistance of Will			
Armory	v104,h105,p105	.	
Cup of Farewell	v105,h109,p110	.	
Aura of Aman			
Snow-runners			
Focused Staff	v106,h107,d107		h211,d212
The Hunt			
The Hunt			
True Fána	r104b,h107,o108		
Sacrifice of Form	v103,h106,p107		
Flame of Anor	r109s,h110,d211		
Ice-Orc Foragers			
Ice-Orc Foragers			
Ice-Orc Foragers			
White Wolves	e1		
White Wolves	e1		
Spirit Crime	e1		h211,d211
Spirit Crime	e1		
Spirit Crime	e1		
White Vision			
Insatiable Hunger			
Dragon's Sleep	r105,h105,d109		h211,d211
Last Threads Loosed	r101,h106,d106	.	
Birth-Spot	r101,h101,d102	.	

	HL	SiteOO	sitepath	w	stk	cc	site type	site movec	AA	item	item	faction	ally	mission
1		Edhellond					haven	Lorien						
2	avatar	2 Edhellond 2 Lorien					haven haven	Edhellond Rhubar						
3		2 Edhellond 2 Rhubar	w-w2-w FT Wilderness				haven bh	Edhellond Elyamû		Old Winyards				
4		2 Edhellond 5 Elyamû	w-w2-w				haven haven	Lorien Rhubar						
5		2 Lorien 5 Rhubar	w-bl-w-w-bl-w				haven	Rhubar Rhubar						
6		2 Rhubar	w-w2-w2 FT Wilderness	2	8	1 wFire	Lair	Hollow Spi	dragon	Wizard's Staff				
7		2 Hollow Spire 2 Hollow Spire	Ford w-w2-w2-w				Lair haven	lragast aHunt Song						
8		2 Rhubar				1 Marvels Told		Rhubar						
9		4 Rhubar	w-w2 Ford			4 1 Marvels Told		Logath Camp						
10		4 Logath Camp				4	bh	Logath Ca	men	Potion of Prowess				
11		Logath Camp	w2-bl			1 3	f	Olyvaud		Healing Herbs				
12		2 Rhubar					haven	Rhubar						
13	bc-Woodelf, bc-Shipwright	3 Olyvaud	bl-w2-w			1 1	haven	Rhubar						
14		2 Rhubar					haven	Rhubar						
15	Raudabern	3 Rhubar	w-w2-bl Ford				f	Olyvaud						
16		2 Rhubar					haven	Rhubar						

ALATAR	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Necro Gostir at H	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Alatar the	0	0	0	0	0
Witchking Ice-Drake	0	0	0	0	0	Ice-Drake	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf Something	0	0	0	0	0	Lost in the	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ardagor	0	0	0	0	0	Winged C	0	0	0	0	0	0	0	0	0	The Watc	0	0	0	0	0
Bolg	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Khamual	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Scatha	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Felagrog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Lomaw	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Durlach	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Smaug	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Throkmaw	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adunaphel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Desert An Unexpe An Unexpe	0	0	0	0	0	Summons	0	0	0	0	Known to	0	0	0	0	Known to	0	0	0	0	0
Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Redouble	0	0	0	0	0
Ren An Unexpe	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hoarmurath	0	0	0	0	0	Daelomin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Twilight	0	0	0	0
Court2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Malezar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Indur	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Smg	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Hazards played

outpost	3		0	Spirit Crime
Twilight	1		0	White Vision
Alatar the Hunter	1		0	Wound of Long Burden
Angurth aHunt	1		2	Something Has Slipped
Lassaraukar	0		2	The Watchful Peace
White Wolves	0		1	Summons From Long Sleep
Cave Worm	0		0	Half an Eye Open
Were-worm	0		1	Lost in the Wilderness
Ice-Drake	2		0	Shifting Paths
True Cold-drake	0		2	Known to an Ounce
Winged Cold-drake	1		1	Redoubled Force
Daelomin At Home	1		0	Insatiable Hunger
Gostir at Home	1		0	Dragon's Sleep
			0	Last Threads Loosed
			0	Birth-Spot
			0	Will Shaken