

Cool Play Rulebooklet



2005

Cool Play Rules



Playing Hero Cool Play

The idea behind that kind of tournament is either to play very authentically according to the books or to show some funny and cool plays. It's a mixture of **Cool Play Scenarios** and some smaller **Cool Play Turns (CP)**.

It's part of the nature of the game, that you should not be too serious about rules. Also it would be nice, if someone succeeds in a real cool turn, which isn't listed yet, and both player agree, that this deserves some additional **CP** points. Playing the **Cool Play Tournament** normal rules apply with the following exceptions and additions.

Deck conditions

- * It is not possible to play *Fallen Wizard*, *Ringwraith*, or *Balrog*.
- * The Hazard Deck must contain at least **15 creatures**. **8** of them must be **unique**. Therefore also *Dragon manifestations*, *Nazgûl*, *Spawns*, *Maia* and *Agents* count as 1 creature.
- * The Hazard player has to play at least **1 creature during every movement/hazard phase as hazard creature** (in case of a half-creature card) (on a moving company, none-moving companies do not count).
If he can't, he has to show his hand to the opponent at the end of every movement/hazard phase (before drawing/discarding cards).
- * If a character rolls a corruption check equally or -1, he is only tapped (the check isn't considered failed!). If he rolls -2 or lower, he is discarded (not eliminated). This also applies to Wizards.
- * The player has **25 general influence**.
- * You may **draft** up to **7 characters** in the beginning of the game. The Character Pool may contain up to 15 characters.
- * There is an additional category of Marshalling Points: Cool Play Points. See **List of Cool Play Turns** for how many CP points you get for a special playturn (number in brackets). CP points are not doubled, if the opponent doesn't have any.
- * It is not possible to play the same CP twice except where indicated.
- * There are creatures, that give CP points when attacking. These attacks have to resolve in order to give CP points.
- * The player who has the most CP points at the end receives automatically **2 Tournament Points (TP)**. If there is a bye, both receive 1 TP. If a player has more then the double of CP points than his opponent, he receives 4 TPs.
- * Every player receives TP, if he manages to fulfill one (or more) of the scenarios (number in brackets).
- * These cards are banned from play: *Call of Home*, *Cracks of Doom*, *Gollum's Fate*, *Long Winter*, *Muster Disperses*, *Stench of Mordor*, *Unhappy Blows*, *Pilfer Anything Unwatched*

Wizard Draft

There is almost never enough time to fulfill the Cool Play Scenarios, to give the players more time to get the scenarios done they may start with their Wizard from the first turn.

Before you and your opponent start with the character draft, there is a special Wizard draft. Each player places up to 3 Wizards face down in front of him. You and your opponent reveal your Wizards simultaneously. Any duplicated Wizards can be placed into the play deck. You may start the game with *Saw Further and Deeper* in lieu of drafting your Wizard.



List of Cool Play Scenarios

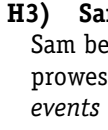
H1) Gondor Has no King, Gondor Needs no King (2)

Boromir II plants The White Tree or leads Aragorn II under direct influence.



H2) Guzzler under the Mountain (2)

Bombur is King under the Mountain.



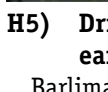
H3) Samwise the Strong (2)

Sam becomes a warrior and has a prowess of 10 (*short and long events not included*).



H4) Womenpower (3)

Only women characters in play (*at least 2 of them*), who have the warrior and/or ranger skill at the end of game*.



H5) Drinking Power in Middle-earth (2)

Barliman Butterbur receives The One Ring.



H6) Everlasting Friendship (2)

Thranduil and/or Elrond are playing 2 Dwarven Factions and Thorin II and/or Thráin II are playing 2 Elven Factions.

H7) The Elven Warriorprincess (3)

Arwen (*starting character*) leads a weapon all over the game and whenever there is a chance for her to face a strike, she has to do so. Attacks against Arwen's company or strikes against Arwen may not be cancelled. During the game she receives Anduril, the Flame of the West. Arwen may not stay at a haven.



H8) Neither Resting nor Rosting (3)

Denethor II is in play all over the game, and he moves each turn, but he isn't allowed to move between from haven to haven. Also he has to move to sites with all 4 havens listed on the sitecard as Nearest Haven.

H9) Over the Top of the World (2)

A company may only play resource cards with Marshalling Points, if there was played Eagle-mounts in the Organisationphase on that same company. Eagle-mount must be played at least 3 times.

H10) Balin, Son of Fundin, Lord of Moria (1)

Moria is a border-hold and Balin is there at end of game*



H11) Glorfindel's Fame (4)

Glorfindel II kills 3 Nazgûl (*A Nazgûl Out of the Black Sky may be used to fulfill the scenario, you will get any CP points for killing one so*).



H12) Gandalf the Doltish (2)

Gandalf plays Staff Assunder 3 times.



H13) Alatar on the Hunt (2)

Alatar play 3 times The Hunt, but he has to face three different types of creatures (*if available*).



H14) Pallando the Easterling (1)

Pallando starts at the Grey Havens (*with his starting company*), and then he is allowed only to move to a region, that is east of the last one (*always compare the most eastern border of the regions*). At the end of the game he has to be at the Easterling Camp*.



H15) Saruman Chastened (2)

Saruman play Mallorn and the Hobbit-faction, when he is accompanied by 4 Hobbit-Characters.



H16) Radagast the Fool (1)

Radagast plays The White Wizard and The White Council in the same turn.



H17) Marvels of the Northern World (2)

Gimli and Legolas Rebuild the Town at the Glittering Caves. Additionally, at the end of the game there are at least 5 Dwarves and 3 Dwarven Lamps as well as at least one Ent ally there.



H18) Return of the Tyrant (2)

Aragorn II plays the Iron Crown in Barad-dûr and influences successfully two of the following factions: Haradrim, Núrníags, Wain-eastlings.



H19) The Wizard's pupil (1)

Faramir, under the Wizard's direct influence, is a sage and performs at least 3 different rituals or light enchantments during the game.



List of Cool Play Turns (1 / 3)

Adrazar influences at least 3 factions
Alatar teleports himself at least 3x to another company
Anborn, armed with bow or arrow, attacks successful at least 1 creature in Ithilien or Imlad Morgul
Annalena plays Dreams of Lore
Aragorn II wields Anduril, the Flame of the West*
Arinmîr influences without playing a resource card the Variags of Khand
Arwen controls **Aragorn II***
Balin enters Moria alive (*in a Dwarven company only*)
Bard (*with the support of his company*) kills a Dragon if he kills a manifestation of *Smaug* (+1 CP)
Barliman Butterbur uses at least 2 drinkable items (*Miruvor, Potion of Prowess*)
Beorn influences the Beasts of the Wood and/or Wild Hounds (**max. 3x / 1 CP each**)
Beregond controls **Bergil***
Beretar influences without playing a resource card the Rangers of the North
Bergil and **Pippin** are in the same company in Minas Tirith
Bifur influences a dwarven faction
Bilbo wins at least 2x when Riddling (*The Riddlegame, Riddletalk*)
Bofur plays Map to Mithril
Bombur moves with Eagle-mounts
Boromir II influences without playing a resource card the Men of Anórien
Boromir II plays at least 3x Many Foes He Fought
Brand influences without playing a resource card the Men of Dale
Celeborn controls **Galadriel**
Círdan plays at least 3x Great Ship
Dáin II gives the Necklace of Silver and Pearls to **Bilbo**
Damrod influences without playing a resource card the Men of Lamedon
Denethor II influences without playing a resource card the Tower Guard of Minas Tirith
Denethor II uses at least 2x the Palantír of Minas Tirith
Dori travels under the direct influence of **Bilbo** through the Vales of Anduin
Dwalin enters alive Dol Guldur in a company with **Thráin II**
Elladan attacks successfully at least 2 Orc-creatures
Elrohîr attacks successfully at least 2 Orc-creatures
Elrond uses at least 3x Vilya
Éomer influences without playing a resource card the Riders of Rohan
Éomers company plays When you Know More
Éowyn kills a Nazgûl. If she kills the *Witchking of Angmar* (+1 CP)
Erkenbrand influences without playing a resource card the Riders of Rohan
Faramir heals in the Houses of Healing
Faramir influences without playing a resource card the Rangers of Ithilien
Faramir uses Deadly Dart (**2 CP**)
Fatty Bolger plays Mathom Lore
Fili in a company with **Thorin II** kills at least 1 Orc-creature
Folco Boffin influences without playing a resource card the Hobbits
Fram Framson kills a unique Dragon, if he kills *Scatha* (+1 CP)
Frodo controls *Gollum**
Frolog uses at least 2 eatable items (*Cram, Waybread, Twice-baked Cakes*)
Galadriel plays at least 3x Narya
Galdor influences without playing a resource card an elven faction
Galva influences without playing a resource card the Men of Dorwinion
Gamling the Old faces at least 2 attacks in Rohan and/or Gap of Isen
Gandalf plays at least 3x Narya
Ghân-buri-Ghân influences without playing a resource card the Woses of Old Pûkelland
Ghân-buri-Ghân influences without playing a resource card the Woses of the Drúadan Forest
Ghân-buri-Ghân influences without playing a resource card the Woses of the Eryn Vorn
Ghân-buri-Ghân is used for Drughu
Gildor Inglorion attacks successfully at least 2 Orc-creatures
Gildor Inglorion meets in Rhudaur or Arthedain a Hobbit of the other player
Gimli receives Three Golden Hairs from Galadriel
Glóin plays Veins of Arda
Glorfindel II receives at Rivendell Lore of the Ages
Gollum discards Frodos Cram at a site in Udún



List of Cool Play Turns (2 / 3)

Gollum plays at least 3x Trickery
Gwaihir is in a company, that receives The Windload has Found Me
Halbarad influences without playing a resource card the Hillmen
Halbarad meets **Aragorn II** in Rohan and leaves the region alive (*end of turn*)
Haldalam influences without playing a resource card the Easterlings
Haldir plays at least 2x Elf-path
Háma gives the Red Arrow to **Théoden**
Imrahil influences without playing a resource card the Knights of Dol Amroth
Ioreth plays at least 3x Marvels Told in Minas Tirith (**2 CP**)
Kili in a company with **Thorin II** kills at least 1 Orc-creature
Legolas possesses the Bow of the Galadhrim*
Legolas wanders the Paths of the Dead while moveing from Dunharrow to Vale of Erech
Mablung enters a site in Minas Morgul and leaves that region alive (*end of turn*)
Mablung influences without playing a resource card the Men of Anfalas
Merry wields a Barrow-blade
Mount Slain is played
Nori plays at least 2x Dwarven Hoard
Oín enters and leaves Moria alive (*in a Dwarven company only*)
Ori enters and leaves Moria alive (*in a Dwarven company only*)
Orophin is used for Refuge
Pallando plays at least 4 different wizard-spells
Peath influences without playing a resource card the Dunlendings
Pippin and Gandalf use Shadowfax's ability to move to Minas Tirith
Pippin has the Palantír of Orthanc and uses it at least once (**+1 CP**)
Radagast moves through at least 6 different wilderness regions
Roac the Raven plays the Ironhill Dwarves
Robin Smallburrow plays To Fealty Sworn
Sam Gamgee controls Bill the Pony*
Saruman plays at least 3x Wizards Voice
Spies Feared is played at least 3 times*
Strider uses at least 2x Athelas
Théoden plays successfully Hour of Need on a dúnadan-faction
There are 3 Ents at the same time in Isengard (**2 CP**)
Thorin II possesses The Arkenstone and/or Orcrist* (**max. 2 CP / 1 CP each**)
Thráin II possesses the Dwarven Ring of Durin's Folk*
Thranduil influences with New Friendship or Old Friendship a dwarven character
Tom Bombadil is influenced with Here There or Yonder
Vöteli influences without playing a resource card the Lossoth
Vygavril influences without playing a resource card the Southrons
Wacho influences without playing a resource card the Woodmen
Wizard influences without playing a resource card the Angmarim
Wizard influences without playing a resource card the Haradrim
Wizard influences without playing a resource card the Núrnaiags
Wizard influences without playing a resource card the Wain-easterlings
A character is taken prisoner with *Flies and Spiders* (**max. 3 CP / 1 CP each**)
A character is taken prisoner with *Spells of the Barrow-wights* (**max. 3 CP / 1 CP each**)
A character is taken prisoner with *To Get You Away* (**max. 3 CP / 1 CP each**)
A character is taken prisoner with *Troll Purse* (**max. 3 CP / 1 CP each**)
A Dragon creature (*no Automatic Attack*) kills **Fram Framson**
A Hobbit is taken prisoner with *Waylaid, Wounded and Orc-dragged* (**max. 3 CP / 1 CP each**)
A *Morgul-knife* is played on the bearer of The One Ring
A Nazgûl attacks in a region, that was a Borderland, that was a Free Domain (**+1 CP**)
A Nazgûl attacks in Rhudaur or at the Weathertop. If he attacks a Hobbit (**+1 CP**)
A *Silent Watcher* attacks in Imland Morgul
Arthadan Rangers attack in Arthedain or a site in Arthedain
Beorning Toll attack in Vales of Anduin or a site in Vales of Anduin
Corsairs of Umbar attack in the Mouths of the Anduin
Cruel Caradhras is played on a company moving through the Redhorn Gate
Darkness Under Tree is played in Fangorn or Gap of Isen
Denethor II and/or **Saruman** have become *Traitors* (**max. 2 CP / 1 CP each**)



Liste of Cool Play Turns (3/3)

Durin's Bane attacks in Moria. If he attacks **Gandalf (+1 CP)**
Durin's Folk attacks in Northern Rhovanion or a site in Northern Rhovanion
Endless Whispers is played on **Aragorn, Gimil** or **Legolas (max. 3x / 1 CP each)**
Ent in Search of the Entwives attack in Fangorn or Gap of Isen
Galadhrim attack in Wold & Foothills or at a site in Wold & Foothills
Gondorian Rangers attack in Ithilien or a site in Ithilien
Gothmog attacks in Anórien or Minas Tirith
Horse-lords attack in Rohan or a site in Rohan
Imprisoned and Mocked is played at a character the player named **Bruno** controls (**max. 3x / 1 CP each**)



Khamûl the Eastling attacks in Southern Mirkwood or at sites of that region
Knights of the Prince attack in Anórien or Belfalas or sites in those regions
Lady of the Golden Wood attacks in Wold & Foothills or at a site in Wold & Foothills
Left Behind is played on a Hobbit in Moria, Goblin-gate or any Under-deeps stie.
If played on Bilbo in Goblin-gate (**+1 CP**)



Lobelia Sackville-Baggins successfully plays An Article Missing (**2 CP**)
Lord of the Haven taps a character
Master of the House attacks in Rhudaur
Mûmak (Oliphant) attack in Ithilien
My Precious attacks **Sam Gamgee**
My Precious attacks **Sam Gamgee** and/or **Frodo** with Near to Hear a Whipser
My Precious influences a ring item. If it's The One Ring (**+1 CP**)
Nothing to Eat or Drink is played on a dwarf who gets so wounded
Old Man Willow attacks in Cardolan or at the Old Forest
Orc-creature kills **Balin**. If killed at Moria (**+1 CP**)
Orc-creature kills **Thorin II (2 CP)**. If killed at The Lonely Mountain (**+1 CP**)
Pûkel-men attack in the Old Pûkel-land, Old Pûkel Gap or sites in those regions
Radagast the Tamer attacks in Southern Mirkwood, Heart of Mirkwood, or the Woodland Realm
Saruman the Wise attacks in the Shire, Gap of Isen, or at a site in the Shire
Shelob attacks in Cirith Ungol or Shelob's Lair
Siege is played on Minas Tirith and holds a company for at least 1 round
Smaug attacks in the Northern Rhovanion or at sites in that region
Spider of the Môrlat attacks in Southern Mirkwood, Heart of Mirkwood, or Woodland Realm
Steward's Guard attack in Anórien or a site in Anórien
Stout Men of Gondor attack in Anórien or a site in Anórien
The Great Orc attacks in the High Pass or at sites in that region.



If he attacks **Gandalf** and/or **Thorin II (+1 CP)**
The Roving Eye is played on **Pippin** bearing a Palantír
The Witchking of Angmar attacks in Angmar or at sites in that region
The Witchking of Angmar attacks with The Pale Sword
The Wraith-lord is played (**max. 3x / 1 CP each**)
Thieves or *Pocket-thieves* have at least 3 items stolen.
If the opponent has no items at the end of the game (**+1 CP**)
Thranduil's Folk attacks in Woodland Realm or a site in Woodland Realm
Tom, Bert or *William* attack at the Ettenmoor or in Rhudaur. (**max. 3 CP / 1 CP each**)
If they attack there in the same turn (**+1 CP**)
Wormtongue successfully plays Twisted Tales. If played on the Riders of Rohan (**+1 CP**)



Cool Play Scenarios

- Alatar on the Hunt (2 TP): Alatar plays 3 times The Hunt (*different creatures if available*)
- Gondor has no King (2 TP): Boromir II plants the White Tree

Cool Play Turns

- + Théoden plays successfully Hour of Need on a Dúnadan-faction
- + Éomer influences without playing a resource card the Riders of Rohan
- + Éomers company plays When you Know More
- + Háma gives the Red Arrow to Théoden
- + Boromir plays at least 3x Many Foes He Fought
- + Gamling the Old faces at least 2 attacks in Rohan and/or Gap of Isen
- + Erkenbrand influences without playing a resource card the Riders of Rohan
- + Elrohir attacks successfully at least 2 Orc-creatures
- + Pükel-men attack in the Old Pükel-land, Old Pükel Gap or sites in those regions
- + Smaug attacks in the Northern Rhovanion or at sites in that region
- + A Dragon creature (*no Automatic Attack*) kills Fram Framson

Starting Company

- 3x Alatar
- 1x Théoden
- 1x Éomer (Black Arrow)
- 1x Háma (Black Arrow)
- 1x Boromir II
- 1x Gamling the Old
- 1x Erkenbrand
- 1x Elrohir

Resource Deck

- 1x Tower Guard of Minas Tirith
- 1x Riders of Rohan
- 1x Men of Anórien
- 1x When You Know More
- 2x Sapling of the White Tree
- 1x Red Arrow
- 3x Risky Blow
- 3x Many Foes He Fought
- 1x Hour of Need
- 1x Muster
- 2x Dragon's Hunger
- 3x The Hunt
- 2x Marvels Told
- 1x Glamdring
- 2x Smoke Rings
- 1x Longbottom Leaf
- 2x Gift of Comprehension
- 2x The Old Thrush

Strategy

- Turn 1: Company A (*Alatar, Éomer, Théoden, Háma*) -> Glittering Caves: Red Arrow
Company B (*Erkenbrand, Elrohir, Gamling the Old, Boromir II*) -> Isengard: Sapling, Many Foes He Fought, strike Gamling
- Turn 2: Company A -> Edoras: The Hunt, Riders of Rohan
Erkenbrand, Elrohir -> Edoras
Gamling the Old, Boromir II -> Lórien: Many Foes He Fought, Gift of Comprehension
- Turn 3: Copmany A -> Amon Hen: The Hunt, When You Know More, Hour of Need (*Tower Guard of Minas Tirith*)
Erkenbrand, Elrohir -> Isengard: Sapling
Gamling the Old, Boromir II -> Isengard: Many Foes He Fought, strike Gamling
- Turn 4: Copmany A -> Edoras: The Hunt, Noble Steed
Copmany B -> Minas Tirith: Men of Anórien, The White Tree

Hazard Deck

- 1x Mouth of Sauron
- 1x Úvatha the Horseman
- 1x Daelomin at Home
- 1x Daelomin
- 1x Itangast
- 1x Scatha
- 1x Bairanax
- 1x Ärcaraxë
- 1x Smaug
- 3x Pükel-men
- 3x Sellswords Between Charters
- 2x Frenzy of Madness
- 3x Doors of Night
- 3x An Unexpected Outpost
- 1x Twilight
- 2x Nature's Revenge
- 3x Dragon's Desolation
- 1x Withered Lands

Sideboard

- 1x The White Tree
- 3x Noble Steed
- 1x Withdrawn to Mordor
- 1x Marvels Told
- 1x Searching Eye
- 1x Withered Lands
- 2x Assassin
- 1x Lost in Free-domains
- 2x Ambusher
- 1x Natur's Revenge
- 2x Rumors of Wealth
- 2x Raindrake
- 1x Sand-drake
- 1x Prowess of Age

Cool Play Scenarios

- Gandalf the Doltish (2 TP): Gandalf plays 3x Staff Asunder.
- Balin, Lord of Moria (1 TP): Moria is a Borderhold and Balin is there at end of game.

Cool Play Turns

- + Balin enters Moria alive (*in a Dwarven company only*)
- + Nori plays at least 2x Dwarven Hoard
- + Thorin possesses The Arkenstone and/or Orcrist*
- + Barliman Butterbur uses at least 2 drinkable items
- + Óin enters and leaves Moria alive (*in a Dwarven company only*)
- + Kíli in a company with Thorin II kills at least 1 Orc-creature
- + Fili in a company with Thorin II kills at least 1 Orc-creature
- + Ori enters and leaves Moria alive (*in a Dwarven company only*)
- + Thieves or Pocket-thieves have at least 3 items stolen. If opponent has no items at end of the game +1
- + Stout Men of Gondor attack in Anórien or a site in Anórien
- + Horse-lords attack in Rohan or a site in Rohan
- + Corsairs of Umbar attack in the Mouths of the Anduin

Starting Company

- 3x Gandalf
- 1x Balin
- 1x Thranduil
- 1x Nori
- 1x Thorin II
- 1x Barliman Butterbur (Miruvor, Potion of Prowess)

Resource Deck

- 1x Fram Framson
- 1x Óin
- 1x Kíli
- 1x Thráin II
- 1x Fili
- 1x Ori
- 1x Gollum
- 1x Wood-Elves
- 3x Wizard's Staff
- 1x Orcrist
- 3x Smoke Rings
- 2x Staff Asunder
- 2x Dwarven Hoard
- 2x Not at Home
- 3x A Chance Meeting
- 3x Gates of Morning
- 2x The Cock Crows
- 1x Quiet Lands
- 1x Rebuild the Town
- 1x And Forth He Hastened
- 3x Risky Blow
- 1x Thrór's Map

Strategy

- * 3x A Chance Meeting to raise a Dwarven Company with Balin and Thorin II
- * Dwarven Hoard with Nori to make Wizard Staff playable at Moria
- * The Balrog of Moria + Dragon-helm Trick in last Turn to avoid automatic-attack
- * Team up Gandalf and Thranduil and raid Withered Heath
- * Quite Lands + Rebuild the Town Moria

Hazard Deck

- 1x Mouth of Sauron
- 1x Úvatha the Horseman
- 1x Daelomin at Home
- 1x Khamûl the Eastling
- 1x Hoarmûrath of Dír
- 1x Witch-King of Angmar
- 1x Indûr Dawndead
- 1x Adûnaphel
- 2x Sellswords Between Charters
- 1x Assassin
- 1x Pirates
- 2x Thief
- 2x Ambusher
- 1x Corsairs of Umbar
- 1x Dunlending Raiders
- 2x Twilight
- 3x River
- 3x Rank upon Rank
- 2x Fell Beast
- 1x Fury of the Iron Crown
- 1x An Unexpected Outpost

Sideboard

- 1x Dragon-helm
- 1x Secret Entrance
- 2x Dragon's Hunger
- 1x Dwarven Hoard
- 1x Rebuild the Town
- 2x Quiet Lands
- 1x The Cock Crows
- 1x The Arkenstone
- 1x Staff Asunder
- 1x Stout Men of Gondor
- 1x Horse-lords
- 1x The Balrog of Moria
- 1x Lawless Men
- 1x Sea Serpent
- 1x Marsh-drake
- 1x Rain-drake
- 1x Cave-drake
- 1x Cave Worm

Cool Play Scenarios

- Pallando the Easterling (1 TP): Pallando starts at Grey Havens and ends at Easterling Camp (*only move to a new region that is more east than the last one*).
- Neither Resting nor Rosting (3 TP): Denethor II is in play all over the game and moves each turn (*not from H. to H.*). Visits sites with all four Havens listed on the sitecard.

Cool Play Turns

- + Denethor II uses at least 2x the Palantír of Minas Tirith
- + Denethor II influences without playing a resource card the Tower Guard of Minas Tirith
- + Mablung enters a site in Minas Morgul and leaves that region alive (*end of turn*)
- + Faramir heals in the Houses of Healing
- + Faramir influences without playing a resource card the Rangers of Ithilien
- + Galdor influences without playing a resource card an Elven Faction
- + Haldir plays at least 2x Elf-path
- + Elladan attacks successfully at least 2 Orc-creatures
- + Annalena plays Dreams of Lore
- + Vygavril influences without playing a resource card the Southrons
- + Pallando plays at least 4 different Wizard-spells
- + Haldalam influences without playing a resource card the Eastlings
- + Tom, Bert, or William attack at the Ettenmoor or in Rhudaur (same turn +1)

Starting Company

- 3x Pallando
- 1x Denethor II
- 1x Mablung (Star-Glass)
- 1x Faramir (Cram)
- 1x Anborn
- 1x Galdor
- 1x Haldir
- 1x Elladan

Resource Deck

- 1x Vygavril
- 1x Annalena
- 1x Elves of Lindon
- 1x Southrons
- 1x Noble Hound
- 1x Torque of Hues
- 2x Hauberk of Bright Mail
- 1x Eyes of Mandos
- 2x Marvels Told
- 1x Smoke Rings
- 2x Longbottom Leaf
- 3x Concealment
- 3x Master of Esgaroth
- 2x Elf-path
- 3x Vanishment
- 2x Wizard's River-Horses
- 1x Wizard Uncloaked

Strategy

- Turn 1: Company A (*Pallando, Denethor II, Elladan, Faramir, Anborn, Mablung*) -> Isles of the Dead That Live: Torque of Hues
Company B (*Galdor, Haldir*) Grey Havens: Elves of Lindon
- Turn 2: Company A -> Barrow-downs: Torque of Hues
Company B -> Grey Havens: Annalena
- Turn 3: Company A -> Lond Galen: Master of Esgaroth -> Southron Oasis: Vygavril, Southrons
Company B -> Weathertop: Dreams of Lore
- Turn 4: Pallando, Vygavril -> Easterling Camp: Easterlings, No Strangers at this Time
Denethor II, Elladan -> Minas Tirith: Tower Guard of Minas Tirith
Faramir, Anborn, Mablung -> Henneth Annûn: Rangers of Ithilien, Noble Hound
Company B -> Bree: 2x Noble Hound

- 1x Wizard's Voice
- 1x Kindling of the Spirit
- 2x Dark Quarrels

Hazard Deck

- 1x Mouth of Sauron
- 1x Daelomin at Home
- 1x "Tom" (Tûma)
- 1x "William" (Wûluag)
- 1x "Bert" (Bûrat)
- 1x Umagaur the Pale
- 1x Bûthrakaur the Green
- 1x Gothmog
- 1x Rogrog
- 2x Orc-lieutenant
- 2x Uruk-lieutenant
- 2x Orc-Warriors
- 2x Goblin-faces
- 3x Doors of Night
- 2x Twilight
- 1x Foolish Words
- 1x Siege
- 2x An Unexpected Outpost
- 3x Minions Stir
- 1x Choking Shadows

Sideboard

- 1x Dreams of Lore
- 1x Haldalam
- 1x Easterlings
- 1x Tower Guard of Minas Tirith
- 1x A Chance Meeting
- 1x Palantír of Minas Tirith
- 1x Align Palantír
- 1x No Strangers at this Time
- 2x Noble Hound
- 1x Houses of Healing
- 1x Rangers of Ithilien
- 1x Ork draged
- 1x Flamme des Zorns
- 1x Foolish Words
- 2x Lost in Free-domains
- 1x Balrog of Moria
- 1x Redoubled Forces
- 1x Choking Shadows

Cool Play Scenarios

- Radagast the Fool (1 TP): Radagast plays The White Wizard and The White Council in the same turn.
- Gunzzler under the Mountain (2 TP): Bombur is King under the Mountain.

Cool Play Turns

- + Beorn influences the Beasts of the Wood and/or Wild Hounds (max. 3x)
- + Óin enters and leaves Moria alive (*in a Dwarven company only*)
- + Radagast moves through at least 6 different Wilderness regions
- + Wormtongue successfully plays Twisted Tales. If played on Riders of Rohan +1.
- + A character is taken prisoner with To Get You Away (max. 3x)
- + Tom Bombadil is influenced with Here, There, or Yonder

Starting Company

- 3x Radagast
- 1x Gimli
- 1x Beorn (Black Arrow)
- 1x Thráin II
- 1x Óin (Cram)

Resource Deck

- 1x Kili
- 1x Bifur
- 1x Glóin
- 1x Bofur
- 1x Bombur
- 1x Balin
- 2x Wild Hounds
- 1x Iron Mountain Dwarves
- 1x Gwaihir
- 1x Durin's Axe
- 1x Emerald of the Mariner
- 1x Wormbane
- 1x Valiant Sword
- 2x Smoke Rings
- 2x Longbottom Leaf
- 2x Dragon Hunger
- 2x Muster
- 3x Risky Blow
- 1x The Dwarves Are upon You
- 3x Gates of Morning
- 2x The Cock Crows
- 2x Many Turns and Doublings
- 1x Sacrifice of Form
- 1x The Old Thrush
- 1x Hundreds of Butterflies

Hazard Deck

- 1x Mouth of Sauron
- 1x Úvatha the Horseman
- 1x Daelomin at Home
- 1x Hoarmûrath of Dir
- 1x Witch-King of Angmar
- 1x Adûnaphel

Strategy

Bombur as key character shall stay save, either discard (*to bring him back with ACM*) or move him to Lorien. Another key card is Bairanaxe at Home (*must stay in game / save with Legendary Hoard*).

Agents are tricky to play. Most important card is Nobody's Friend to bring Agents from the deck into the game or played with an Agent to reveal him at any Free-hold or Border-hold. There are two effective combos. Attack with Sudden Fury or with Chill Them with Fear to bring the toughest characters to struggle (*Agent attacks may be announced after the automatic-attack of a site is resolved*). On the other hand you can capture characters with To Get You Away (*captured characters discard all resources except Ring items and score negative Character Points*). Lurking in the sideboard are dangerous influence cards that can destroy decks in the final turn. The Nazgûls should be used to access your sideboard.

(Credits to Bernd Brunner for deck strategy)

- 1x Ren the Unclean
- 1x Akhûrahil
- 1x My Precious
- 1x Lobelia
- 1x Drór
- 1x Anarin
- 1x Eun
- 1x Wormtongue
- 1x Râisha
- 1x Elwen
- 2x River
- 1x Morgul Horse
- 2x An Unexpected Outpost
- 1x Chill Them with Fear
- 2x Sudden Fury
- 2x To Get You Away
- 1x Inner Cunning
- 3x Nobody's Friend

Sideboard

- 1x Wild Hounds
- 1x Returned Exiles
- 1x King under the Mountain
- 1x Legendary Hoard
- 1x The White Wizard
- 1x Wizards Ring
- 1x The White Council
- 1x The Old Thrush
- 1x Here, There, or Yonder
- 1x Tom Bombadil
- 2x A Chance Meeting
- 1x An Article Missing
- 1x Bairanaxe at Home
- 1x Lost in Free-domains
- 1x Never Seen Him
- 1x Twisted Tales
- 1x Searching Eye
- 1x To Get You Away
- 1x Your Welcome Is Doubtful

Cool Play Scenarios

- Saruman Chastened (2 TP): Saruman play Mal-lorn and the Hobbit-faction, when he is accompanied by 4 Hobbit Characters.
- Samwise the Strong (2 TP): Sam becomes a warrior and has a prowess of 10 (*short and long events not included*).

Cool Play Turns

- + Sam Gamdschie controls Bill the Pony*
- + Fatty Bolger plays Mathom
- + Pippin has the Palantír of Orthanc and uses it at least 1x +1
- + Merry wields a Barrow-blade
- + A character is taken prisoner with Flies and Spiders
- + Spider of Mòrlat attacks in Southern Mirkwood, Heart of Mirkwood, or Woodland Realm
- + Múmak (Oliphant) attack in Ithilien

Starting Company

- 3x Saruman
- 1x Bilbo (Cram)
- 1x Frodo
- 1x Sam Gamdschie
- 1x Fatty Bolger
- 1x Pippin
- 1x Merry (Dagger of Westerness)

Resource Deck

- 1x Folko Boffin
- 1x Robin Smallburrow
- 1x Ents of Fangorn
- 1x To Fealty Sworn
- 1x Dragon-helm
- 1x Aiglos
- 1x Orcrist
- 1x Palantír of Orthanc
- 2x Beautiful Gold Ring
- 1x Barrow-blade
- 1x Earth of Galadriel's Orchard
- 2x Marvels Told
- 2x Smoke Rings
- 2x Longbottom Leaf
- 3x Concealment
- 3x Stealth
- 2x Halfling Strength
- 2x Ancient Stair
- 1x Ent-Draughts
- 1x Rumours of Rings
- 1x Safe from the Shadow
- 1x Tempering Friendship

Strategy

- Turn 1: Company A (*Saruman, Merry, Pippin*) -> Gladden Fields: Beautiful Gold Ring
Company B (*Bilbo, Frodo, Dick Bolger, Sam Gamdschie*) -> Moria
- Turn 2: Company A -> Lórien: Earth of Galadriel's Orchard
Company B -> The Under-gates: Ancient Stair, (*Dragon-helm*), Aiglos
- Turn 3: Company A -> Isengard: Barrow-blade, Palantír of Orthanc
Company B -> Wellinghall: Ents of Fangorn, To Fealty Sworn, Ent-Draughts
- Turn 4: Company A -> Bag End: Mallorn, Hobbits, Wizard's Test (*Magic Ring of Courage*)
Company B -> Bag End: Mathom, Bill the Pony, (*Pledge of Conduct: Ring of Courage to Sam*)

Hazard Deck

- 1x Mouth of Sauron
- 1x Daelomin at Home
- 1x Adûnaphel
- 1x Úvatha the Horseman
- 1x Spider of Mòrlat
- 1x Shelob
- 1x Bairanax at Home
- 1x Monstrosity of Diverse Shape
- 3x Watcher in the Water
- 2x Giant Spiders
- 2x Lesser Spiders
- 3x Doors of Night
- 2x Twilight
- 2x Full of Froth and Rage
- 1x Power Built by Waiting
- 1x Flies and Spiders
- 3x Wake of War
- 3x An Unexpected Outpost

Sideboard

- 1x Mallorn
- 1x Hobbits
- 1x Magic Ring of Courage
- 1x Bill the Pony
- 1x Mathom
- 1x Marvels Told
- 1x Wizard's Test
- 1x Pledge of Conduct
- 1x Múmak (Oliphant)
- 1x Promptings of Wisdom
- 2x Shelob's Brood
- 2x Sellswords between Charters
- 2x Tookish Blood
- 2x Lost in Free-domains
- 2x Withered Lands

Cool Play Scenarios

- Womenpower (3 TP): Only women characters in play (min. 2) with warrior and/or ranger skill at the end of game.
- Elven Warriorprincess (3 TP): Arwen (*starting character*) leads a weapon all over the game and whenever there is a chance for her to face a strike, she has to do so. Attacks against Arwen's company or strikes against Arwen may not be cancelled. During the game she receives Anduril, the Flame of the West. Arwen may not stay at a haven.

Cool Play Turns

- + Vöteli influences without playing a resource card the Lossoth
- + Galadriel plays at least 3x Nenya
- + Annalena plays Dreams of Lore
- + Éowyn kills a Nazgûl. If she kills the Witchking of Angmar +1
- + Peath influences without playing a resource card the Dunlendings
- + Vygavril influences without playing a resource card the Southrons
- + Galva influences without playing a resource card the Men of Dorwinion
- + Ioreth plays at least 3x Marvels Told in Minas Tirith (2 CP)
- + Gondorian Rangers attack in Ithilien or a site in Ithilien
- + Arthadan Rangers attack in Arthedain or a site in Arthedain
- + Master of the House attacks in Rhudaur
- + Radagast the Tamer attacks in Southern Mirkwood, Heart of Mirkwood, or the Woodland Realm
- + Saruman the Wise attacks in the Shire, Gap of Isen, or at a site in the Shire

Starting Company

- 1x Arwen (Dagger of Westernesse)
- 1x Vöteli
- 1x Galadriel
- 1x Annalena (Star-glass)
- 1x Éowyn
- 1x Peath
- 1x Saw Further and Deeper

Resource Deck

- 1x Vygavril
- 1x Galva
- 1x Ioreth
- 1x Lossoth
- 1x Dunlendings
- 1x Men of Dorwinion
- 1x Southrons
- 1x Goldberry
- 1x Phial of Galadriel
- 3x Schwertmeister
- 2x Marvels Told
- 2x Smoke Rings
- 2x Longbottom Leaf

Strategy

- * Use Paths of the Dead and Stealth for Arwen
- * Use Hiding to bring Vygavril or Galva to play to avoid Assassin
- * Discard Ioreth, Vygavril, and Galva once CP of them are collected
- * Rebuild the Worthy Hills
- * Squat at Worthy Hills and keep untapping it

- 3x Nenya
- 3x Stealth
- 3x Concealment
- 2x Hiding
- 2x Rebuild the Town
- 2x Paths of the Dead

Hazard Deck

- 1x Mouth of Sauron
- 1x Úvatha the Horseman
- 1x Daelomin at Home
- 1x Pallando the Soul-keeper
- 1x Radagast the Tamer
- 1x Saruman the Wise
- 1x Alatar the Hunter
- 1x Gandalf the White Rider
- 1x Master of the House
- 1x Gondorian Rangers
- 1x Arthadan Rangers
- 1x Wandering Eldar
- 3x Dwarven Travelers
- 3x Elf-lord Revealed in Wrath
- 3x Chill Them with Fear
- 2x Returned Beyond All Hope
- 2x Twilight
- 1x Revealed to all Watchers
- 2x Foolish Words
- 2x An Unexpected Outpost

Sideboard

- 2x Noble Hound
- 1x Barrow-blade
- 1x Glamdring
- 1x Andúri, the Flame of the West
- 1x Lobelia
- 1x Bill the Pony
- 1x Dreams of Lore
- 2x Praise to Elbereth
- 2x Withdrawn to Mordor
- 1x Hiding
- 1x Smoke Rings
- 1x Marvels Told
- 1x Lost in Free-domains
- 1x Sea Serpent
- 1x Eärcaraxe ahunt
- 1x True Cold-drake
- 1x Ice-drake