

## LURE XIV – HERO COOL PLAY TOURNAMENT REPORT

**Round 1 – Wolfgang Penetsdorfer vs. Alex**  
*Wolfgang* got the first turn with a roll of twelve and me three.

*Alatar* was the wizard of choice. And the starting crew contained *Aragorn* and *Arwen*, *Théodin*, *Éomer*, *Háma*, and *Gamling the Old*.

*Elrond* joined at the first turn and formed with *Alatar* a company that had to move between *Rivendell* and *Lórien* to draw cards and to fight creatures.

The main company went to the *Glittering Caves* to pick up the *Sapling of the White Tree*. *Gamling the Old* had to face the automatic-attack and got wounded, my *Cave-drake* on guard had the choice on the one hand to be rather cool or to be chicken. He was cool and attacked *Gamling the Old* so he could score his *Cool Play Point* by facing at least two strikes in the *Gap of Isen*. He fought brave for his king and died in honour (it should be the last *Cool Play Turn* *Wolfgang* scored till end of the game).

*Éomer* missed the roll for the *Riders of Rohan*. *Alatar* and *Elrond* killed a *Cave-drake* and also faced the *Galadhrim*. With *The Hunt* he scored a *Cave-drake* and *Galadhrim* missing the third copy of *The Hunt* to fulfil the scenario.

*Arwen* and *Aragorn* planted *The White Tree* in *Minas Tirith*. Afterwards they went on to *Shelob's Lair* to stop at a site in *Imlad Morgul* in order to get to *Barad-dûr*. *Aragorn* got *The Iron Crown* while *Arwen* got wounded due the uncancelable automatic-attack since he played *Forewarned Is Forearmed* earlier the game.

To sum the match up, for me it worked out very well and *Wolfgang* got shitty rolls, shitty cardflow, shitty luck and messed up his scenarios.

**Round 2 – Thomas Schrei vs. Alex**

Wizard-draft as well as character-draft were pure nightmares... *Pallando* bounced three times.

*Thomas* started: (*Balin* bounced), *Denethor*, (*Óin*, bounced), *Beorn*, *Glóin*,

*Alex* started: (*Balin* bounced), *Thorin*, (*Óin*, bounced), *Ori*, *Thráin*, ... both scenarios of

mine were messed up without *Balin* or *Pallando*.

I started and on my first turn my dwarven company moved to *Moria*.

*Thomas* first turn: He played *Pallando* (after revealing *Óin*) in *Grey Havens*. At this point my *Sacrifice of Form* plans to get my backup scenario done with *Bombur* fell into cold water

*Denethors* company went to *Isles of the Dead that Live*, playing a *Sword of Gondolin*, and visiting a site with *Grey Havens* as nearest *Haven*. *Pallando* used starter movement to *Rivendell* (he avoided region movement so I did not score *Arthadan Rangers Cool Play Turn*, since they had to attack in *Rhudaurland* and not in *Arthedain*).

Second turn he moved to *Ruined Signal Tower*. *Pallando* brought *Erkenbrand* and moved on to *The Wind Throne* and got *Durin's Axe*.

Third turn the main company went to *The Stones* to play *The Arkenstone* and brought *Balin* into play in *Beorn's* direct influence (now my last scenario was dead).

Next turn they moved to *Wellinghall* and the wizard to *Buhr Widu*.

Afterwards they went to *Moria* and the *Beard* to *Easterling Camp*.

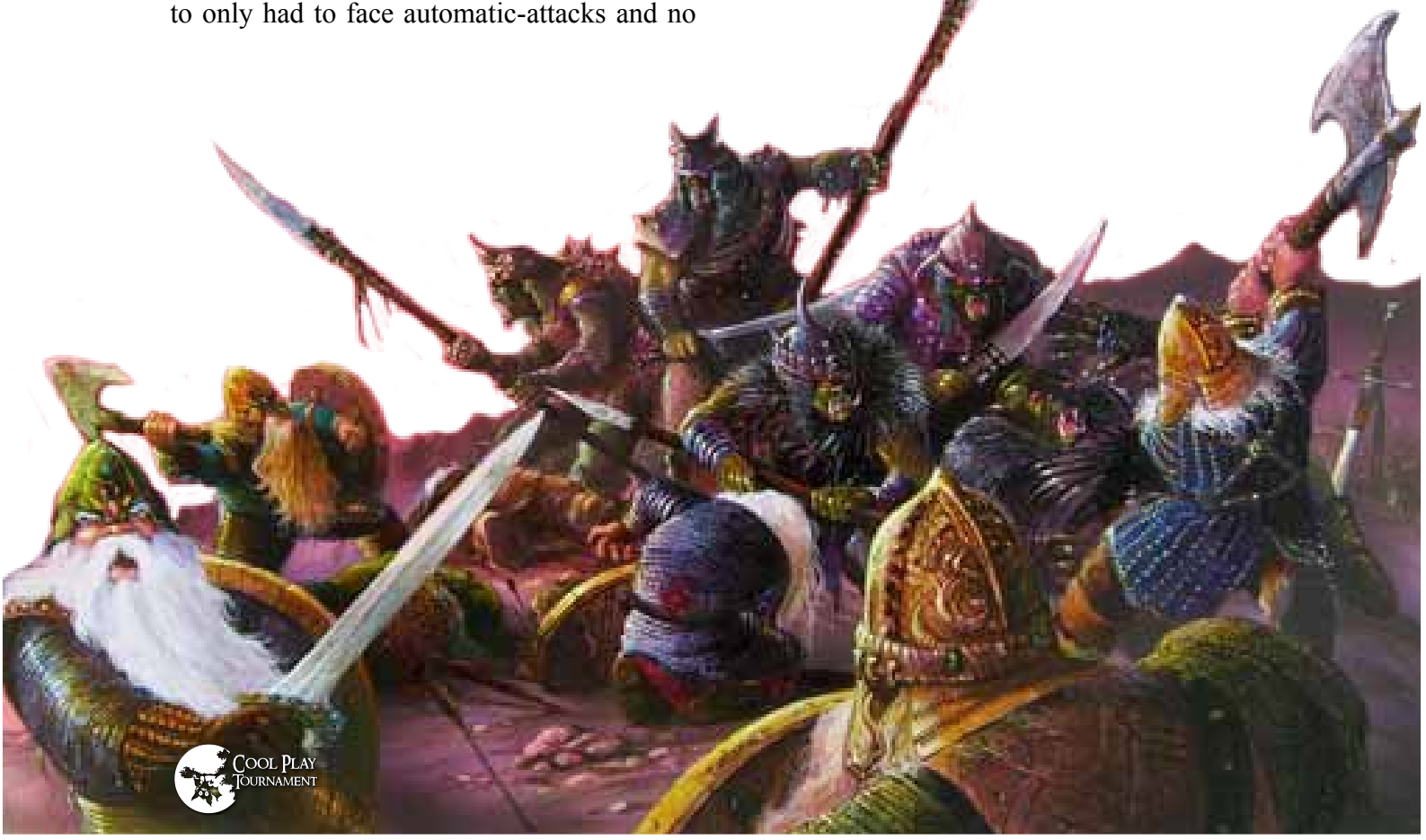


At the *Easterling Camp Pallando* got the *Easterlings* into play and *Erkenbrand* got a *Noble Steed*. The game ended worse for me, but I saw it coming losing the scenario specific characters at the draft meant to get no *Cool Play Tournament* points at all. Bad luck was my companion for this match.

### **Round 3 – Wiet van Bragt vs. Alex**

*Wiet* had the 1st turn. *Radagast*, *Beorn*, *Galadriel*, *Gimli*, and *Haldir* went to *Lórien*. As he had not really *MPs* to play and so he protected *Galadriel* on her journey. Except as some permanent-events and a *Cave-drake* there was no real harm to them. On the other hand, it was obvious that *Wiet* got a lot of hazards for my dwarves, since he had no resources to play himself in the 1st turn. The way to *Moria* was seamed with feathers and blood as the dwarves fought brave versus *Wiets* ravens and crows he send to spy. Thought his *Crebain* hit *Pallandos* company with only two characters and not the dwarves with company size 6 (so the spying attack was only worth for 2 hand cards and he didn't found a copy of *Pallando* I had on hand). There was no untapped fighter left afterwards and so I did like *Wiet* play nothing in the 1st turn. From now on the main company sieged *Moria* to gather *MPs* and used stealth cards to only had to face automatic-attacks and no

creatures. While *Glóin*, *Óin* and *Ori* had the hard candy going to *Lórien* to pick up some nice gifts from *Wiets Lady of the Golden Woods*. The site path was a feast for animal attacks since it was double *Wildernesses*. It was pretty rough but they got through, tapped and wounded but still alive. *Wiets* companies managed to do their duties and fought through *Sellswords*, *Cave-drakes* and some *Cool Play Turn* hazard creatures. It was a pretty funny taking and giving and I managed to see a lot of birds. The turn as my dwarves had nothing to hide and squatted at *Moria* the doomsday of *Watcher in the Water* began. I knew it had to happen at some point but surprisingly the main characters kept alive. *Glóin*, *Óin* and *Ori* were hit much harder on the way back. They got lost in *Withered Lands* and were hit hot and cold. They 1st wave was a *Winged Fire-drake* that wiped out *Glóin*. Followed by a 2nd wave that chilled them down, the *Winged Cold-drake* that ate up *Ori* and left *Óin* be the only dwarf who could later tell the story to the others. He managed in a heroic way to bring the *Leaf Brooch* to *Moria*. All was set for the final move to turn *Moria* to a *Borderhold* and *Balin* reigned again.



## DUNKING THE BASQUE WAY – COOL PLAY CHALLENGE DECK

This deck was crafted for *David Muñoz*. Why was this deck crafted for *David* one might ask? *David* plays the *Cool Play Tournament* since *Lure XI* with *Cool Play Challenge Decks*, that consist of a high percentage of german cards. He played three years with this obstacle and his sportsman-spirit had to be honoured. For this years *Lure of MECCG* he got a brand new *Cool Play Challenge Deck* containing mostly spanish cards.

### COOL PLAY SCENARIOS



#### H5) Drinking Power in Middle-earth (2)

*Barlinman Butterbur* receives *The One Ring*.

#### 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*.

### COOL PLAY TURNS

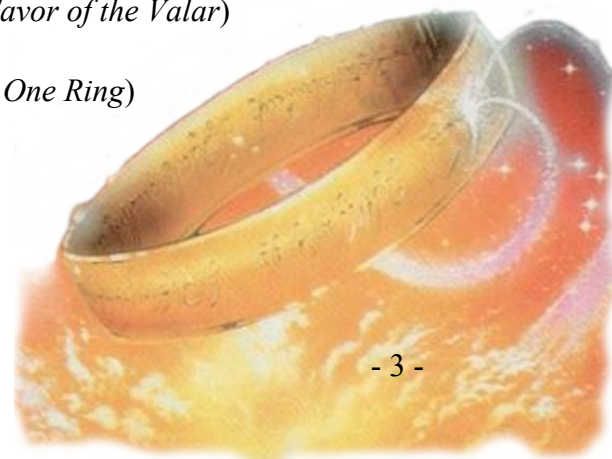
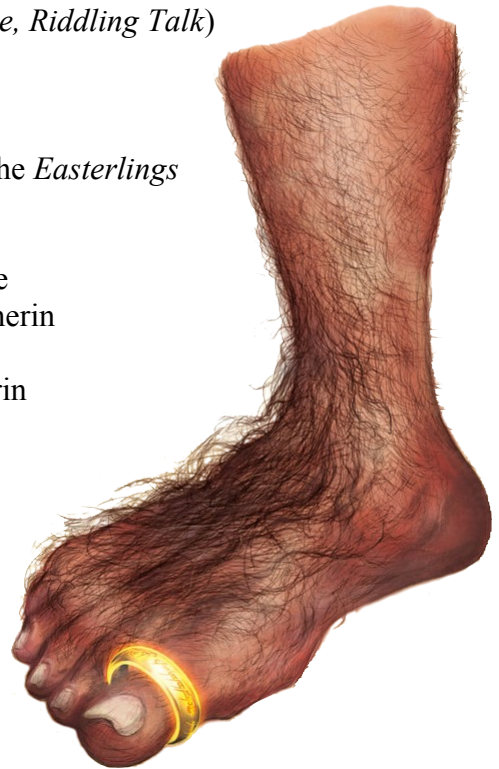
- 016. *Bilbo* wins at least 2x when *Riddling* (*The Riddle Game*, *Riddling Talk*)
- 030. *Elladan* attacks successfully at least 2 Orc-creatures
- 031. *Elrohir* attacks successfully at least 2 Orc-creatures
- 040. *Fatty Bolger* plays *Mathom Lore*
- 065. *Haldalam* influences without playing a resource card the *Easterlings*
- 075. *Merry* wields a *Barrow-blade*
- 081. *Pallando* plays at least 4 different wizard-spells
- 088. *Sam Gamgee* controls *Bill the Pony* at the end of game
- 122. *Durin's Folk* attacks in *Northern Rhovanion* or a site therein
- 128. *Horse-lords* attack in *Rohan* or a site therein
- 150. *Smaug* attacks in the *Northern Rhovanion* or a site therein
- 152. *Steward's Guard* attack in *Anórien* or a site therein
- 153. *Stout Men of Gondor* attack in *Anórien* or a site therein

### COMPANIES

Ideally there are two companies. The four hobbits running around and the wizards company squatting. You start with the following: *Pallando*, *Barliman Butterbur*, *Círdan*, *Bilbo*, *Sam Gamgee*, *Fatty Bolger*, *Merry*.

### WIZARDS COMPANY

- *Pallando* and *Círdan* squat in *Grey Havens* for +2 handsizes
- *Pallando* plays *Eyes of Mandos* or sideboards
- *Pallando* taps to bring 5 spells to discard (later play *Favor of the Valar*)
- *Pallando* sideboards for last turn combo
- *Halbarad* enters game (for *Pledge of Conduct* on *The One Ring*)
- (if no *Halbarad* sideboard for *Adrazar*)
- *Círdan* and/or *Halbarad* play *Marvels Told*
- *Círdan* plays *Elves of Lindon*



## HOBBITS COMPANY

- Rings, rings, rings, play gold ring items
- spy with *Rolled down to the Sea* to use *Riddling Talk* next turn
- *Riddling Talk* also helps with *Goblin-gate* or *Moria* automatic-attacks
- *Merry* plays *Barrow-blade*
- pick up *Scroll of Isildur*
- meet up with wizard to test the rings



### ELROHIR OR ELLADAN

- if needed, run around to draw cards



## THE LAST TURN

After a lot of sideboarding and card collecting on your handsize 10, there will be finally a last with also a lot of card draw.

### CÍRDAN + TWO HOBBITS

- *Doors of Night* + *Fell Winter* in play (to avoid *Lost in Free-domains*)
- *Cirdan* with *Sam Gamgee* and *Fatty Bolger* goes to *Bag End (Stealth)*
- *Cirdan* plays *Lobelia* get *Bill the Pony* from discard
- *Sam Gamgee* plays *Bill the Pony*
- *Fatty Bolger* plays *Mathom Lore (Halfling Stenght)* to untap

### BARLIMAN BUTTERBUR & CO.

- *Halbarad Pledge of Conduct's The One Ring* at council to *Barliman Butterbur*



### PALLANDO + TWO HOBBITS

- *Stealth* mode on (play another *Stealth*)
- play *Wizard's Voice* for +6 direct influence
- *Vanishment* through the *Fell Winter's* automatic-attack
- *Wizard's Flame* and/or *Wizard's River-horses* to *Cool Spell Pallando*
- move to *Rivendell* and *Bridge to Lórien*
- *Bridge to Easterling Camp*
- *A Chance Meeting* for *Haldalam*
- *Haldalam* plays *Easterlings*
- *And Forth He Hastered* for a *Noble Hound*



## DECKLIST

### HAZARDS (30)

3 An Unexpected Outpost (DM)  
 1 Daelomin at Home (TD)  
 3 Dire Wolves (LE)  
 3 Doors of Night (LE)  
 1 Dwarf of Waw (TW)  
 2 Fell Winter (TW)  
 1 Mouth of Sauron (TW)  
 1 Rolled down to the Sea (WH)  
 1 Scorba Ahunt (TD)  
 1 Smaug Ahunt (TD)  
 4 Twilight (TW)  
 3 Wake of War (TW)  
 3 Wargs (TW)  
 2 Wolves (TW)  
 1 Úvatha the Horseman (TW)

### RESOURCE (30)

1 Barrow-blade (DM)  
 3 Concealment (TW)  
 1 Elves of Lindon (TW)  
 2 Eyes of Mandos (DM)  
 3 Fair Gold Ring (TW)  
 1 Favor of the Valar (TW)  
 2 Halfling Strength (TW)  
 2 Marvels Told (TD)  
 3 Precious Gold Ring (TW)  
 2 Promptings of Wisdom (WH)  
 2 Riddling Talk (TD)  
 1 Scroll of Isildur [H] (TW)  
 3 Smoke Rings (DM)  
 3 Stealth (TW)  
 1 The One Ring [H] (TW)

### POOL

1 Annalena (TW)  
 1 Barliman Butterbur (TW)  
 1 Bilbo (TW)  
 1 Círdan (TW)  
 1 Elladan (TW)  
 1 Elrohir (TW)  
 1 Fatty Bolger (PR)  
 1 Folco Boffin (DM)  
 1 Gildor Inglorion (TW)

1 Halbarad (TW)  
 1 Haldir (TW)  
 1 Merry (TW)  
 3 Pallando [H] (TW)  
 1 Robin Smallburrow (TW)  
 1 Sam Gamgee (TW)  
 1 Thranduil (TW)  
 1 Dagger of Westernesse (TW)  
 1 Rumours of Rings (BA)

### SIDEBOARD

#### HAZARD (7)

1 Das Pack vor der Tuer (PRde)  
 1 Durin's Folk (AS)  
 1 Horse-lords (LE)  
 1 New Moon (TW)  
 1 Steward's Guard (AS)  
 1 Stout Men of Gondor (AS)  
 1 Thranduil's Folk (LE)

#### CHARACTERS (2)

1 Adrazar (TW)  
 1 Haldalam (TW)

#### RESOURCE (21)

1 A Chance Meeting (TW)  
 1 And Forth He Hastened (TD)  
 1 Bill the Pony (TW)  
 2 Bridge (TW)  
 1 Easterlings [H] (TW)  
 1 Lesser Ring (TW)  
 1 Magic Ring of Nature (TW)  
 1 Marvels Told (TD)  
 1 Mathom Lore (TD)  
 1 Mistress Lobelia (DM)  
 1 Noble Hound (DM)  
 1 Pledge of Conduct (TD)  
 1 Vanishment (TW)  
 2 Withdrawn to Mordor (DM)  
 1 Wizard's Flame (TW)  
 1 Wizard's River-horses (TW)  
 2 Wizard's Test (TW)  
 1 Wizard's Voice (TW)

## WIET THE BIRDWATCHER – COOL PLAY CHALLENGE DECK

This is the official "*Wiet the Birdwatcher*" Challenge Deck. It is based around birds and woodmen, since *Wiet* the woodman likes to observe birds.

### STARTING COMPANY

*Radagast* for the *Wizard Draft*, *Beorn* (*Cram*), *Galadriel* (*Elf-stone*), *Gimli* and *Haldir*. To the deck should go: *Celeborn*, *Glóin*, *Kili*, *Óin*, *Wacho*. The remaining characters are mostly if someone is bouncing or you expect many deads. Be aware that you need a diplomat (*Gimli*) to play *Eagle-mounts*. If he bounces use *Théoden* or *Galdor*. Should *Kili* or *Óin* bounce bring in *Éomer*. If you lose *Beorn* in the draft replace him with *Thranduil* / *Beretar* / *Faramir*.

### COMPANIES

1. *Radagast* + *Beorn* roam around in *Cardolan* and play the *Axe*, *Tom Bombadil* and the *Beasts of the Wood*. They may meet by a chance *Kili* or another 3 minder.

2. *Galadriel* will move to *Lórien* (4x *Wilderness* is recommended since an *Abductor* keyed to the *Border-land* would be fatal). She brings into play *Celeborn*, plays the *Belt* and gives both to *Celeborn* to get into his direct influence. She plays *Nenya* for four reasons: bringing characters into play (*Glóin*), playing *Hour of Need* + *Tempting Friendship* on *The Great Eagles*, deal with corruption others would have to face, and to receive the *CP* for 3x. She can give the *Three Golden Hairs* to *Gimli* who later can get the *Axe* for example.

3. *Gimli* + *Haldir* go to *Eagles' Eyrie* (you need the site in play, if you tap it make sure someone squats there or at least one other company goes there once you fly away). You do not need a ranger since you do not play anything once you fly to *Lórien*.

4. *Glóin* + *Óin* form the 2nd company that can fly from *Eagles' Eyrie* back to *Lórien*.

Company 3. or 4. will play *Gwaihir* and thereafter go to *Isengard* for the *Windlord Found Me*. *Dark Quarrels* + *Many Turns and Doublings* will help to deal with attacks or combin with characters from another company.

3. or 4. will visit *Woodmen-town* to play *A Chance Meeting Wacho* who plays *Woodmen*.

Someone might also consider to move to *Dale* or *Lake-town* to get *Roac the Raven* who then does the following combo as soon as he is played: *Lordly Presence* + *Iron Hill Dwarves*. He can use his ability at a tapped site and does not to be at the site where the faction is normally playable. If you move *Roac* or squat ... -3 prowess means he will be wounded or die. So collect combo pieces and don't play him without the faction and faction boosters ready.

*Radagast* + *Beorn* with *Short Rest* in *Cardolan* should give you a lot of cards, also your diplomat companies will only move from *Lórien* to *Eagles' Eyrie* to draw more.



## HAZARDS

*Crebain* is weak, you might possible lose 3 *MPs* to the opponent but he got boosters. *Full of Forth and Rage*, *Dwar of Waw*, *Shelob*. Also once *Bairanax at Home* is in play he is casted for free. The other winged creatures need tripple *Wildernesses*, so *Withered Lands* is a must. Also *Fell Winter* turns *Boarder-lands* to *Wildernesses* to deal with *Rhoan* decks.

For opponents that do only *Free-domain* areas and/or *Free-holds* you send out your woodmen agents (*Gisulf*, *Ôm-buri-Ôm*, and from the sideboard *Pôn-ora-Pôn*). They have home sites next often visit *Free-holds*. They are all rangers and will use *Seek without Success* to send 'em back. A *Withdraw to Mordor* will be unaffected against your woodmen since the short-event will discard the agent. *Withdrawn to Mordor* can only target revealed agents, so no worry that they could be stopped. If your opponent is into coastal regions he will find out that a *Fell Turtle* with boosts of *Shelob*, *Dwar* and *Full of Forth and Rage* would be 2@19 and if it wounds someone the company will bounce back to where it came.

Against *Mordor* area decks the *Wild Fell Beast* and *Fell Fowl* will be waiting to protect their domain. Also *Shelob* can attack from her permanent-event status including her own bonus.

## COOL PLAY SCENARIO

### H9) Over the Top of the World (2)

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

## COOL PLAY TURNS

- 011. *Beorn* influences the *Beasts of the Wood* and/or *Wild Hounds* (max. 3x)
- 022. *Celeborn* controls *Galadriel* at end of game (*Gold Belt of Lorien* + *Elf-stone*)
- 046. *Galadriel* plays at least 3x *Nenya*  
(combo with *Hour of Need* on *A Panoply of Wings*, *The Great Eagles*)
- 057. *Gimli* receives *Three Golden Hairs* from *Galadriel*  
(plays *Nenya* in organization phase and brings *Glóin* into play at *Lorien*)
- 062. *Gwaihir* is in a company, that receives *The Windlord has Found Me*  
(fly with *Eagle-mounts* to *Isengard*)
- 085. *Radagast* moves through at least 6 different wilderness regions
- 086. *Roäc the Raven* plays the *Ironhill Dwarves*  
(on the turn he comes into play, can be used at tapped sites, at any site)
- 100. *Wacho* influences without playing a resource card the *Woodmen*  
(bring him into play with *A Chance Meeting* to avoid *Foolish Words*)
- 109. A Dragon creature (no automatic-attack) kills *Fram Framson*
- 148. *Shelob* attacks in *Cirith Ungol* or *Shelob's Lair*

## COOL PLAY POINTS NOT LISTED YET

(since there are no *Cool Play Turns* yet for flying creatures or woodmen)

- 000. *Crebain* spys out opponents hand at least 3 times (if a character is revealed +1CP)
- 000. *Watcher in the Water* attack in *Moria*
- 000. *Carrion Feeders* kill a character



DECKLIST

HAZARDS (30)

- 3 An Unexpected Outpost (DM)
- 1 Bairanax at Home (TD)
- 3 Crebain (TW)
- 1 Daelomin at Home (TD)
- 3 Doors of Night (LE)
- 1 Dwarf of Waw (TW)
- 3 Full of Froth and Rage (AS)
- 1 Mouth of Sauron (TW)
- 1 Peril Returned (TD)
- 1 Shelob (TW)
- 3 Twilight (LE)
- 2 Watcher in the Water (LE)
- 1 Winged Cold-drake (TD)
- 1 Winged Fire-drake (TD)
- 2 Withered Lands (TD)
- 1 Úvatha the Horseman (TW)
- 1 Gisulf (DM)
- 1 Ôm-buri-Ôm (DM)

RESOURCE (30)

- 3 Beasts of the Wood (WH)
- 3 A Short Rest (TD)
- 1 Durin's Axe (TW)
- 3 Eagle-mounts (TW)
- 1 Farmer Maggot (AS)
- 1 Gold Belt of Lórien (TD)
- 1 Gwaihir (TW)
- 1 Hour of Need (DM)
- 1 Hundreds of Butterflies (DM)
- 3 Longbottom Leaf (BA)
- 2 Marvels Told (TD)
- 2 Ninya (TW)
- 2 Risky Blow (TW)
- 1 Smoke Rings (DM)
- 2 Tempering Friendship (TW)
- 1 The Great Eagles (TW)
- 1 Three Golden Hairs (TD)
- 1 Tom Bombadil (TW)

POOL

- 1 Beorn (TW)
- 1 Beretar (TW)
- 1 Celeborn (TW)

- 1 Faramir (TW)
- 1 Galadriel (TW)
- 1 Galdor (TD)
- 1 Gimli (TW)
- 1 Glóin (TW)
- 1 Haldir (TW)
- 1 Kíli (TW)
- 3 Radagast [H] (TW)
- 1 Thranduil (TW)
- 1 Théoden (TW)
- 1 Wacho (TW)
- 1 Éomer (TW)
- 1 Óin (TW)
- 1 Cram (TD)
- 1 Elf-stone (TW)

SIDEBOARD

HAZARD (11)

- 1 Bairanax (TD)
- 1 Carrion Feeders (BA)
- 1 Daelomin (TW)
- 1 Fell Fowl (CPS)
- 1 Fell Turtle (TW)
- 1 Fell Winter (TW)
- 1 Scorba (TD)
- 2 Seek without Success (DM)
- 1 Wild Fell Beast (TD)
- 1 Pôn-ora-Pôn (DM)

RESOURCE (19)

- 2 A Chance Meeting (TW)
- 1 A Panoply of Wings (WH)
- 1 Dark Quarrels (TW)
- 1 Iron Hill Dwarves (TW)
- 1 Lordly Presence (TW)
- 1 Many Turns and Doublings (TD)
- 1 Marvels Told (TD)
- 1 Ninya (TW)
- 1 Praise to Elbereth (TW)
- 1 Risky Blow (TW)
- 1 Roäc the Raven (TW)
- 2 Smoke Rings (DM)
- 1 Tempering Friendship (TW)
- 1 The Windlord Found Me (DM)
- 1 Torque of Hues (TW)
- 1 Withdrawn to Mordor (DM)
- 1 Woodmen [H] (TW)

## BALIN LORD OF MORIA – ALEX' LURE XIV COOL PLAY DECK

For this years *Lure I* was highly inspired by the *Hobbit* cinema movie. So the choice for this years scenario was obviously *Bombur as Guzzler under the Mountain* and *Balin, Son of Fundin, Lord of Moria*. Rebuilding two dwarven strongholds is rather cool. Thought the time was always too short to fulfil both scenarios.

### COMPANIES AND MISSIONS

*Pallando* as the first company and *Thorin, Balin, Glóin, Kili, Óin, and Ori* as the second company bearing a *Cram* and *Healing Herbs* were the beards of choice. *Pallando* had to pick up *Thráin*, doing the sideboard work and searching cards with *Eyes of Mandos*. From the sideboard he had to get the *Elves of Lindon* and some spells. He could either squat at any haven or move between havens to draw cards (*Rivendell – Grey Havens*).

The dwarves had to move to *Moria* so *Thorin* could do the *Lucky Search* for *Enruned Shield, The Arkenstone, and Orcrist*. *Balin* as sage had to find the *Secret Entrance* and *Kili* to care for the *Hiding* and *Dark Numbers*. Right before you play *Lucky Search* play a *Smoke Rings* or *Longbottom Leaf* to shuffle in the item (don't do it at another time / *Leaf Brooch* is a special item and will be ignored by *Lucky Search*, so no worry). After *Balin, Óin, and Ori* entered *Moria* (hopefully) alive *Glóin, Óin, and Ori* form a separate company and split off. They have a mission in *Lórien* to pick up a *Leaf Brooch* to later fulfill the requirements of *Tower Raided*. The *Cool Play Turns* for *Óin* and *Ori* who leave *Moria* alive should be easy pie. Once a dwarf didn't make it to *Lórien*, *Glóin* has enough direct influence to bring in a new recruit next turn.

Once those *Elves of Lindon (Wizard's Voice)* are in play the wizard makes a journey to one of your *Dragons At Home*. *Vanishment, Wizard's River-horses, and Sacrifice of Form + The Old Thrush* should make it easy to get into the place and deal with the dragon. Only mess with the dragon, if you have from your main company a dwarf with enough direct influence joining them who can *A Chance Meeting Bombur*.

After you have reclaimed a fortress you are able to play your allies who are two *Noble Hounds*. If you have missed the *Elves of Lindon* either bring them back with *Smoke Rings* or *Bombur* goes for the *Returned Exiles*. If there is even more time left *Pallando* can re-enter the game and become *The White Wizard*.

### COOL PLAY TURNS

- 008. *Balin* enters *Moria* alive (in a dwarven company only)
- 070. *Kili* in a company with *Thorin II* kills at least 1 Orc-creature
- 078. *Óin* enters and leaves *Moria* alive (in a dwarven company only)
- 079. *Ori* enters and leaves *Moria* alive (in a dwarven company only)
- 081. *Pallando* plays at least 4 different wizard-spells
- 094. *Thorin II* possesses *The Arkenstone* and/or *Orcrist* at end of the game

HAZARDS: 109, 115, 116, 117, 124, 125, 128, 131, 138, 142, 146, 147, and 150

DECKLIST

HAZARD (30)

1 Adúnaphel (TW)  
 1 Agburanar at Home (TD)  
 3 An Unexpected Outpost (DM)  
 1 Arthadan Rangers (LE)  
 1 Bairanax at Home (TD)  
 3 Cave-drake (TW)  
 1 Corsairs of Umbar (TW)  
 1 Daelomin at Home (TD)  
 1 Fell Fowl (CPS)  
 1 Foolish Words (LE)  
 1 Galadhrim (AS)  
 1 Leucaruth at Home (TD)  
 1 Mouth of Sauron (TW)  
 1 My Precious (DM)  
 1 Old Man Willow (TW)  
 1 Revealed to all Watchers (DM)  
 3 River (TW)  
 1 Scatha at Home (TD)  
 1 Scorba at Home (TD)  
 3 Sellswords Between Charters  
 1 Úvatha the Horseman (TW)  
 1 Baduila (DM)

HERO CHARACTER (1)

1 Bombur (TW)

HERO RESOURCE (30)

3 Concealment (TW)  
 3 Dark Numbers (DM)  
 2 Dark Quarrels (TW)  
 2 Eyes of Mandos (DM)  
 1 Lure of MECCG  
 3 Hiding (TW)  
 1 Leaf Brooch (DM)  
 3 Longbottom Leaf (BA)  
 3 Lucky Search (TW)  
 2 Marvels Told (TD)  
 3 Secret Entrance (TW)  
 3 Smoke Rings (DM)  
 1 Withdrawn to Mordor (DM)

POOL

1 Balin [H] (TW)  
 1 Bifur (TW)  
 1 Bofur (TW)  
 1 Dori (TW)  
 1 Dwalin (TW)  
 1 Dáin II (TW)  
 1 Fili (TW)  
 1 Gimli (TW)  
 1 Glóin (TW)  
 1 Kíli (TW)  
 1 Nori (TW)  
 1 Ori (TW)  
 3 Pallando [H] (TW)  
 1 Thorin II (TW)  
 1 Thráin II (TD)  
 1 Óin (TW)  
 1 Cram (TD)  
 1 Healing  
 Herbs

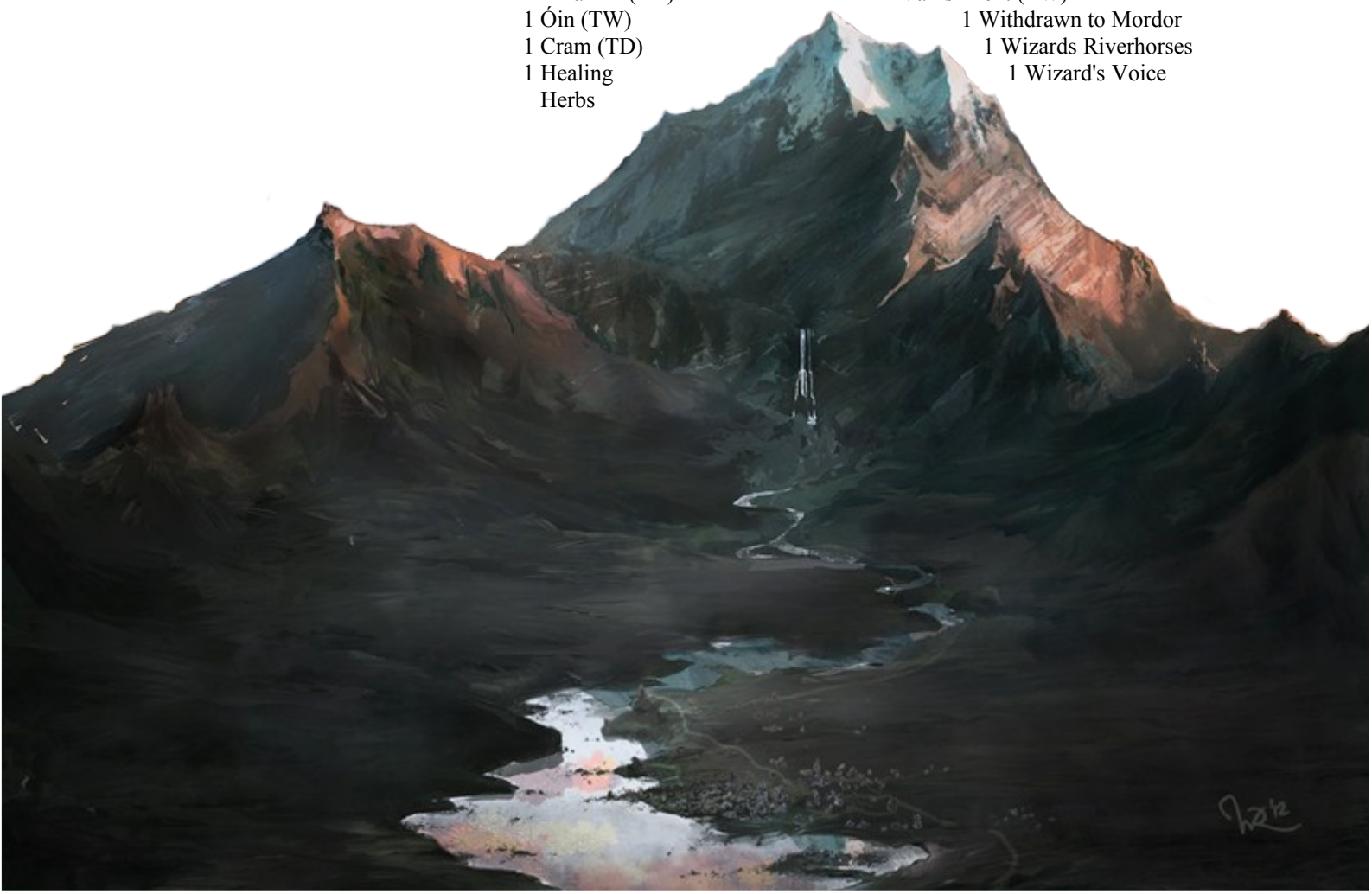
SIDEBOARD

HAZARD (7)

1 Beorning Toll (LE)  
 1 Ent in Search of the Entwives (LE)  
 1 Horse-lords (LE)  
 1 Knights of the Prince (AS)  
 1 Radagast the Tamer (AS)  
 1 Saruman the Wise (AS)  
 1 Smaug Ahunt (TD)

HERO RESOURCE (23)

1 A Chance Meeting (TW)  
 1 A Friend or Three (TW)  
 1 Elves of Lindon (TW)  
 1 Emerald of the Mariner (TD)  
 1 Enruned Shield (TD)  
 1 King under the Mountain (TD)  
 1 Leaf Brooch (DM)  
 1 Marvels Told (TD)  
 2 Noble Hound (DM)  
 1 Orcrist (TW)  
 1 Rebuild the Town (DM)  
 1 Returned Exiles (TD)  
 1 Sacrifice of Form (TW)  
 1 Secret Passage (TW)  
 1 The Arkenstone [H] (TW)  
 1 The Old Thrush (TW)  
 1 The White Wizard (WH)  
 1 Tower Raided (AS)  
 1 Vanishment (TW)  
 1 Withdrawn to Mordor  
 1 Wizards Riverhorses  
 1 Wizard's Voice



12/12