

# MIDDLE-EARTH: HERO COOL PLAY TOURNAMENT

RULES (LAST UPDATED 4. FEBRUARY 2012)

## 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* (see Tournament-sheet).

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 *Cool Play Points* (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** (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* (MP): CP. See Tournament-sheet for how many CP you get for a special play turn (number in brackets). CP 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 when attacking. These attacks have to resolve in order to give CP.
- The player who has the most CP 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 than his opponent, he receives 4 TP.
- Every player receives TP, if he manages to fulfil one (or more) of the *Cool Play Scenarios* (number in brackets).
- Hazard cards that tap a site or potentially remove a character from play (except by killing, corrupting, taken prisoner) are banned (e.g.: *Call of Home*, *Long Winter*).
- The One Ring may be tested but cards that destroy it may not be included in your deck.

## WIZARD DRAFT

There is almost never enough time to fulfil 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 Gamgee* becomes a warrior and has a permanent prowess of 10 or more.

### 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 two Dwarven Factions and *Thorin II* and/or *Thráin II* are playing two 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 site card as nearest haven.

### 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.

### 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 (0..3) \*NEW

For each *Nazgûl Glorfindel II* defeats you receive 1 TP to a maximum of 3 (A *Nazgûl Out of the Black Sky* may be used to fulfil the scenario, you will get any MP 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*, *Nûrniags*, *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 and/or light enchantments during the game.