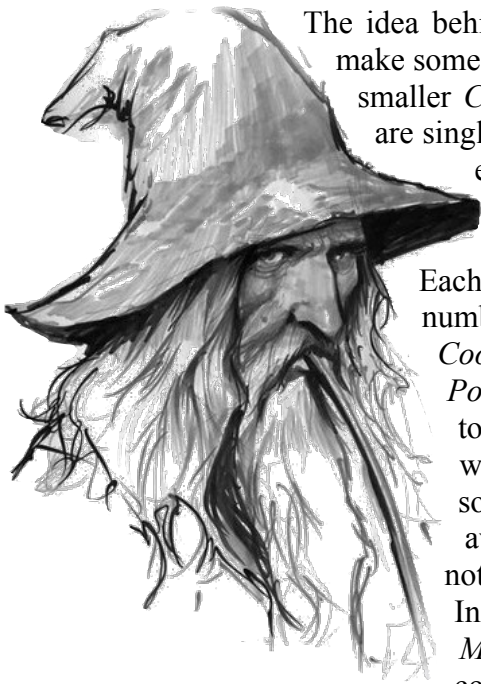


MIDDLE-EARTH: HERO COOL PLAY TOURNAMENT

RULES (AS EDITED BY MIGUEL)



The idea behind this format is to recreate events from the books and to make some fun and cool plays. It's a mixture of *Cool Play Scenarios* and smaller *Cool Play Turns*. The games in *Hero Cool Play Tournament* are single alignment hero only, and normal rules apply with the noted exceptions and additions.

Players are awarded *Tournament Points* based on their game results, but also by completing *Cool Play Scenarios*. Each *Cool Play Scenario* is worth *Tournament Points* equal to the number in brackets (see *List of Cool Play Scenarios*).

Cool Play Points are an additional category of *Marshalling Points*. You earn them by completing *Cool Play Turns* (see tournament sheet). If someone succeeds in a very cool turn which isn't listed yet and both players agree that it deserves some additional *Cool Play Points*, then those points will be awarded. Doubling points for a category at *Free Council* does not apply to *Cool Play Points*.

In addition to receiving *Tournament Points* based on comparing *Marshalling Point* totals at the *Free Council*, players also compare their *Cool Play Point* totals. The player with more *Cool Play Points* receives 2 *Tournament Points* (4 if he got more than double), in case of a tie both players receive 1. Players will not receive *Tournament Points* / *Cool Play Points* for the play of the same *Cool Play Scenarios* / *Turns* twice during the same game except where indicated!

In addition, the following rules/changes are in effect:

- Each player has 25 general influence.
- You may start the game with your *Wizard* in your starting company. 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 (and unrevealed) *Wizards* can be placed into the play deck. You may start the game with *Saw Further and Deeper* in lieu of drafting your *Wizard*.
- You may draft up to 7 characters in the beginning of the game. The character pool may contain up to 15 characters.
- The hazards must contain at least 15 creatures and 8 of them must be unique. *Dragon* manifestations, *Nazgûl*, *Spawn*, *Maia*, *Man*, *Elf*, and *Agents* each count as 1 creature.
- The hazard player has to play at least 1 creature during every movement/hazard phase as a hazard creature (only movement/hazard phases for moving companies count). If he cannot, he has to show his hand (show hazard cards and reveal the type of remaining cards) to the opponent at the end of that movement/hazard phase (before drawing/discarding cards).
- *Corruption checks*: If the modified result is equal to or one less than the character's *corruption point* total, the character is only tapped (the check is considered passed). If the result is less than the character's *corruption point* total by two or more, the character is discarded instead of eliminated. These changes apply to *Wizards* as well.
- 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 played as normal but cards that win the game with it may not be included in the deck.

LIST OF COOL PLAY SCENARIOS

H1) GONDOR HAS NO KING, GONDOR NEEDS NO KING (1)

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 (2)

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)

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* successfully at least 3 times.

H13) ALATAR ON THE HUNT (1)

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)

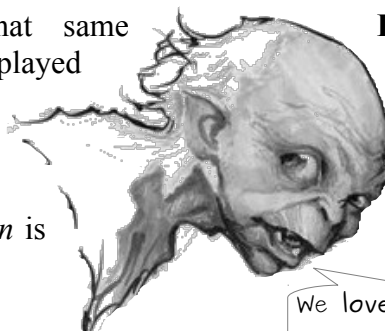
Gimli and *Legolas* *Rebuild the Town* at the *Glittering Caves*. Additionally, at the end of the game there are at least 5 Dwarves and 3 *Dwarven Lamps* as well as at least one ent ally there.

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.



We loves the scenarios.
No! We hatess them!