

MIDDLE-EARTH: HERO COOL PLAY TOURNAMENT

RULES (LAST UPDATED 30. JANUARY 2020)

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* or *Minion* alignment.
- The Hazard Deck must contain at least **15 creatures**. **8** of them must be **unique**. Therefore also *Dragon* manifestations, *Nazgûl*, *Spawns*, *Maia*, *Elves*, *Men*, and *Agents* count as one 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 all hazard cards from 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.
- It is not possible to play the same CP twice except where indicated.
- Every player receives additional 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 HERO COOL PLAY SCENARIOS

H1) GONDOR HAS NO KING, GONDOR NEEDS NO KING (2..3)

Boromir II plants *The White Tree* or leads Aragorn II under *direct influence* (3 TP both).

H2) GUZZLER UNDER THE MOUNTAIN (3)

Bombur is *King under the Mountain*.

H3) SAMWISE THE STRONG (3)

Sam Gamgee becomes a warrior and has a permanent prowess of 10 or more.

H4) WOMENPOWER (4)

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 (3)

Barliman Butterbur receives *The One Ring*.

H6) EVERLASTING FRIENDSHIP (3)

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 (4)

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 (3)

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 (2)

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

H11) GLORFINDEL'S FAME (0..6)

For each Nazgûl *Glorfindel II* defeats you receive 2 TP to a maximum of 6 (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 (3)

Gandalf plays *Staff Assunder* successfully at least 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 (2)

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 (3)

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

H16) RADAGAST THE FOOL (2)

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

H17) MARVELS OF THE NORTHERN WORLD (3)

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 (3)

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 (2)

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