

# COOL PLAY TOURNAMENT



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*. Below you find a list of the *CP scenarios* (*CP turns* listed on 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 *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 *Balrog*.
- The *Hazard Deck* must contain at least **15 creatures**. **8** of them must be **unique**. Therefore also *Dragon* manifestations, *Nazgul*, *Spawns*, *Maia* and *Agents* count as 1 creature.
- The Hazard player has to **play at least 1 creature during every movement/hazard phase** (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 Tournament-sheet 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. If there is a bye, both receive 1 *TP*. If a player has more than the double of *CP points* than his opponent, he receives 4 *TPs*.
- Every player receives Tournament points, 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*, ~~*Elf lord Revealed in Wrath*~~ (vs. *Minions only*), *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 three 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.

## Cool Play Scenarios

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

Boromir 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 and/or Thrain 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*.



**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\*.

**H11) Glorfindel's Fame (2)**

Glorfindel II kills 3 Nazgûl (A Nazgûl *Out of the Black Sky* may be used to fulfill the scenario, but you still won't 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, 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.



Last years playtest has shown that Minion Cool Plays have to be redone to make them compatible with Hero Cool Plays. So have fun at the Hero only tournament this year.

