

LURE XIII – HERO COOL PLAY TOURNAMENT REPORT

Greetings my fellow *Lure* addicts. This year we had a wonderful weather at the *Castle Stahleck* in *Bacharach*. A perfect day to play a *Hero Cool Play Tournament*. Many heros took part. We gathered up at Saturday evening in the dungeons of the castle. It went out that we started a bit chaotic into the tournament. Some heros were late since they still were busy at the „eating-game“ in the dinner room ... :-,(Please, bring your *Cram* and *Way-bread* to the game next time. Lets have a look at my deck I played this year ...



GANDALF & PIPPIN'S RIDE TO MINAS TIRITH

„Nazgûl!“ [Gandalf] cried. *The messenger of Mordor. The storm is coming. The Nazgûl have crossed the River! Ride, ride! Wait not for the dawn! Let not the swift wait for the slow! Ride!*

He sprang away, calling Shadowfax as he ran. Aragorn followed him. Going to Pippin, Gandalf picked him up in his arms. 'You shall come with me this time,' he said. 'Shadowfax shall show you his paces.' Then he ran to the place where he had slept. Shadowfax stood there already. Slinging the small bag which was all his luggage across his shoulders, the wizard leapt upon the horse's back. Aragorn lifted Pippin and set him in Gandalf's arms, wrapped in cloak and blanket.

'Farewell! Follow fast!' cried Gandalf. 'Away, Shadowfax!'“

- The Two Towers, LotR Book 3, Ch 11, The Palantír

My starting company..

Gandalf (3x)
Boromir II (Horn of Anor)
Faramir (Cram)
Aragorn II
Arwen
Pippin

..backup in pool later in deck..

Strider, Denethor II, Adrazar,
Círdan, Beretar, Erkenbrand,
Sam Gamgee, Éomer,
Annalena, Ioreth

..and chosen scenarios:

H1) Gondor Has No King,
Gondor needs no King
&
H19) The Wizard's Pupil

..my resource deck consists..

3x Noble Steed
1x Shadowfax
2x Sapling of the White Tree
1x Palantír of Minas Tirith
1x Choice of Lúthiens

3x Gift of Comprehension
1x Lure of MECCG
3x Vanishment
3x Concelment
1x Dark Quarrels
2x Flatter a Foe
2x Marvels Told
1x A Chance Meeting
1x Promptings of Wisdom
2x Smoke Rings
3x Longbottom Leaf

..my resource sideboard..

1x The White Tree
1x When You Know More
1x Knights of Dol Amroth
1x Ents of Fangorn
1x Align Palantír
1x Men of Anórien
1x Tower Guard of Minas Tirith
1x No Strangers at this Time
1x Return of the King

1x Wielded Twice
1x Wizard's Laughter
1x Withdrawn to Mordor
1x Smoke Rings
1x Houses of Healing
3x Fireworks
1x A Chance Meeting
1x Marvels Told
2x Stealth

..and list of *Cool Play Turns*:

- Arwen controls Aragorn II at end of game
- Boromir II influences without playing a resource card the Men of Anórien
- Denethor II influences without playing a resource card the Tower Guard of Minas Tirith
- Denethor II uses at least 2x the Palantír of Minas Tirith
- Éomers company plays When You Know More
- Faramir heals in the Houses of Healing
- Ioreth plays at least 3x Marvels Told in Minas Tirith
- Pippin and Gandalf use Shadowfax ability to move to Minas Tirith



„it was a winged creature: if bird, then greater than all other birds, and it was naked, and neither quill nor feather did it bear, and its vast pinions were as webs of hide between horned fingers; and it stank. A creature of an older world maybe it was“

- *Return of the King, LotR Book 5, Ch 6, The Battle of the Pelennor Fields*

THE WITCH-KING ON HIS WILD FELL BEAST

In the hazard portion of the deck there were some nasty surprises. We got the *Witch-king of Angmar* with *Fury of the Iron Crown* and also some *Wild Fell Beasts* ...

..hazards in the deck..

1x The Witch-king of Angmar
1x Úvatha the Horseman
1x Adûnaphel
1x Saruman the Wise
1x Master of the House
1x Daelomin at Home
1x Fell Fowl
1x Mouth of Sauron
1x Rain-drake
2x Wild Fell Beast
2x Ice-drake
2x Elf-lord Revealed in Wrath
3x Assassin
3x An Unexpected Outpost

2x Foolish Words
2x Twilight

1x Chill Them with Fear
3x Long Dark Reach
1x Fury of the Iron Crown

..lurking in the sideboard..

1x Lady of the Golden Wood
1x Beorning Toll
1x Gondorian Rangers
1x Lost in Free-domains
1x Many Sorrows Befall
1x Searching Eye
1x Which Might Be Lies
1x Knights of the Prince
1x Durin's Bane

..and list of *Cool Play Turns*:

- Beorning Toll attack in Anduin Vales
- Durin's Bane attacks in Moria
- Knights of the Prince attack in Anórien or Belfalas
- Lady of the Golden Wood attacks in Wold & Foothills
- Master of the House attacks in Rhudaur
- Saruman the Wise attacks in the Shire, Gap of Isen, or a site in the Shire
- The Witch-king of Angmar attacks in Angmar

1st round: *Alex vs. Gert-Jan:*

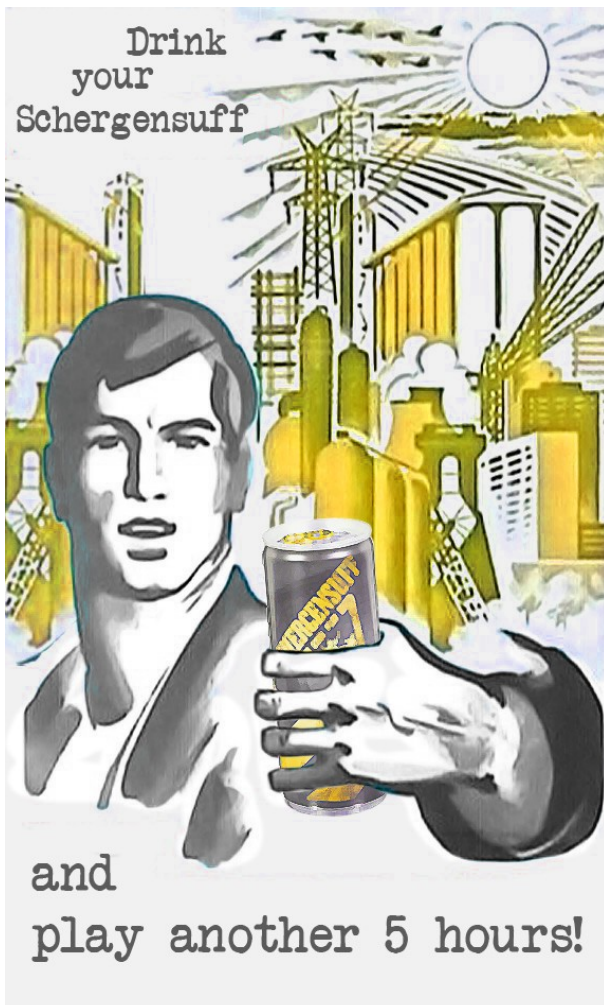
Gert-Jan Feick played the *Radagast Challenge Deck*. Last year I faced the same deck in the 1st round versus *Patric Laxander*. At *Lure X* it even won the **Cool Play Tournament** played by *Bernd Brunner*. I know it was a potent deck and I had to hurry getting my marshalling points from my sideboard to deck since I only had nine points straight in deck. To get my opponent annoyed with fearsome creatures I didn't wait for my *Return of the King* to show up but brought *Denethor II* into game and *Aligned the Palantir of Minas Tirith*. He did well in spying out the opponents next drawn cards but the real deal was to look at end of turn what there was on my top of deck. Holding *Long Dark Reach* and *Fury of the Iron Crown* in hand I waited till I saw a Nazgûl there and smiled. I was lucky *Gert-Jan* didn't get his scenarios done. He discarded important cards that he draw too early in the game and didn't got them to recycle quick enough. He played each turn some decent marshalling points and it was a close head to head till last turn (29 MP : 24 MP). I got one of my scenarios done and got more than double **Cool Play Turns**, so it was a 9:2 win.



2nd round: *Alex vs. Hans-Werner*

Knowing that *Hans-Werner Milpetz* was playing *Arwen the Warrior Princess* and *Denethors* scenario of *Neither Resting nor Rosting* I didn't draft *Arwen* nor *Denethor II* (both would only do minor **Cool Play Turns** in my deck but would have been not essential for my deck). I was curious what funny stuff *Hans-Werner* made up in his deck. I saw that little *Guzzler Bombur*

but it didn't look like he was playing his scenario but as the first companies did fly with *Eagle-mounts* it was obvious that he was going for *Over the Top of the World*. The mayor drawback of that scenario is the fact, that you cannot play resource cards without marshalling points on a company that played *Eagle-mounts* in its organisation-phase. So little *Bombur* was the target of my first *Assassin*. But it was more an *Assassin's Apprentice* since I didn't got the bodycheck of 6 rolled!! Next *Assassin* hits *Erkenbrand* but the unbelievable body of 6 was not doable by my dices. Besides that I couldn't really do something against his *Arwen* nor *Denethor II*. Anytime they did move I already shoot my bullets against his company that moved first (since you have to play a hazard creature if you can). Concentration began to break and I had to drink another *Schergensuff* to keep myself aware of *Hans-Werners* plans. It was always a head to head race for marshalling points and in the end we had a score of (36 MP : 31 MP) with *Hans-Werner* fulfilled the *Warrior Princess* scenario and my brothers showed there father how to fulfil a scenario, since *Denethor II* was missing one last site to visit. Also one last *Eagle-mounts* was missing and all would have been different if there would have been one more turn for *Hans-Werner*. I got played one more **Cool Play Turn** than him and got a solid 8:5 win.



3rd round: *Alex vs. Bernd*

The game for the bronze medal. *Pallando* with *Glorfindel*, *Faramir*, *Legolas*, *Beregond*, and one son of *Elrond* started at the *Grey Havens*. Well that looked like *Glorfindel* is going to hunt down *Nazgûl* in the *Mordor* region while *Pallando* does his scenario in the southern east of middle-earth too. A look into my sidebar showed my that I was not well prepared for such a company. I got only one *Rain-drake* and nothing versus *Ruin & Lairs* that *Bernd* visited the first few rounds on his journey through the *coastal seas*. Relativly quick there were two *Stars of High Hope* in play and playing hazard creatures against *Bernds* companies became risky. I managed to throw some *Nazgûl* against him in *Mordor* but neither I could finish someone off nor could he beat the bodychecks of the *Nazgûls*. A misfortune got *Ioreth* that I brought from *Rivendell* down to *Minas Tirith*, got a *Palantir Aligned* and played two times *Marvels Told* yet, taken prisoner by *Elwen*. I could back off most of the creature attacks due to plenty of cancel cards but on the other hand I only played marshalling cards with one or two points while *Bernd* got *Greater Items* and *Southern-east Factions* for average of four points per card. (32 MP : 45 MP) and *Bernd* got more than double *Cool Play Turns*, we both fulfilled one scenario each (*Boromir / Pallando*) and I had a 3:9 lost.

„Now, listen carefully. Lord Denethor is Boromir's father. To give him news of his beloved son's death would be most unwise. And do not mention Frodo, or the Ring. And say nothing of Aragorn either. In fact, it's better if you don't speak at all, Peregrin Took.“

- Gandalf

