

D.C. HOBBIT LEAGUE  
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## **FOR GLORY**

Score 1 Victory Point if one of your heroes had a fight phase with an opposing hero and no other friendly models were involved in that fight or spear supporting.



## **WYRMTONGUE**

After the opposing player has drawn their new cards, you may discard this card and take a random card from an opponent's hand (pull a card without seeing them). That opponent does not draw a new card



## **DEADLY SHOT**

Score 1 Victory Point if your models killed one enemy model with a shooting attack. If you killed 3 or more enemy models with in this shoot phase, score D3 Victory Points instead.



## **LET NONE SURVIVE!**

Score 1 Victory Point if you killed 4 enemy models during the Fight Phase. If you killed 7 or more models during the Fight Phase, score D3 Victory Points instead.



## **BANE OF KINGS**

Score 1 Victory Point at the end of the turn if an opponent's Army Leader has been removed as a casualty during this turn. (You are not required to kill that Leader yourself)



## **LORD OF THE WEST**

Score D3 Victory Points if you control at least three Objective Markers the end of the turn. You must have more models within 3" of an objective than any other opponent to control it.



## **TROLL CLEAVER**

Score 1 Victory point if you have killed a multi-wound model this turn



## **LOREMASTER**

Score 1 Victory Point if you successfully casted a Magic Spell during your turn (and the spell was not resisted)



## **HARBINGER OF EVIL**

Score 1 Victory Point if your opponent failed a Courage test during this turn. If an opponent failed 3 or more Courage tests, score D3 Victory Points instead



## **FOOL OF A TOOK**

Score 1 Victory Point if you charged an enemy Hero with a Banner Bearer, Drummer, or Hornblower model. Score D3 Points instead if you charged a Monster