





## **MY PRECIOUS**

Score D3 Victory Point if you killed a model equipped with a named Wargear Item.



## **SNEAKING**

Score D3 Victory Point if you killed 3 standing (not Prone) trapped models this turn.



## **WE'RE LOST**

Score 1 Victory point if you don't have any models within 6" of any objective.



## **EPIC JOURNEY**

You may reveal this card and set it aside before priority is rolled. Select a model in your army that is within 6" from a Board edge and more than 6" from a Corner. You receive D3 Victory points if that model moves within 6" of the opposite board edge before he dies. Discard this card when that model dies.



## **HUNT SOME ORC**

Score 1 Victory Point at the end of the turn if you killed 3 Orcs, Goblins, or Uruk Hai (or any combination of the above).



## **NATURAL SPRINTERS**

Score 1 Victory Point if you had at least 2 models participate in a Heroic March this turn.



## **FLY YOU FOOLS**

Score 1 Victory Point if you have one model take falling damage and survive.



## **MAN FLESH**

Score 1 Victory Point at the end of the turn if you killed 3 Man (Human) models this turn.



## **YOU AND WHAT ARMY**

Score 1 point if one of your models wins combat against 4 or more models without any other friendly models or spear support



## **FILTHY ELVES**

Score 1 Victory Point if at the end of the turn, you killed 3 Elf models this turn