

D.C. HOBBIT LEAGUE  
CHAOS IN ARDA

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## Unnatural Darkness

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models may only draw LOS up to 6" away till the end of the turn.



## Inner Fire

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models are now Fearless and move 3" faster.



## Crumbling Realm

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models on the board always count as Trapped until the end of the Fight Phase.



## Disturbed Woods

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models that attempt to move, shoot, or fight within 2" of Woodland Terrain must first roll a D6. On a 1 or 2, they are transfixed.



## Thick Fog

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all players' select 1 model on the board. Remove them from the board and re-deploy them during their owning player's move phase. They can't charge.



## Chaos in Arda

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models on the board must charge an enemy model this turn if they are able to do so.



## Blazing Sun

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models in Heavy Armor move Half speed this turn.



## A Red Sun Rises

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all models on the board receive +1 to Wound this turn.



## The 4<sup>th</sup> Age

**Weather:** You may reveal and discard this card before Priority is rolled. If you do, all Special Rules for all models are ignored and cannot be used this turn. Also, Magic may not be cast this turn.



## Shadow of Mordor

**Weather:** You may reveal and discard this card before Priority is rolled. Model may not call Heroic Actions or Standfests this turn.