



D.C. HOBBIT LEAGUE  
CHAOS IN ARDA



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## **THIS IS MY HOUR!**

Cash in this card if an opponent discards a Card this turn that you would have achieved this turn if you had it. You score D3 Victory Points



## **ASSEMBLE THE ARMY**

Score 1 Victory point if your entire army is within 6" of a single objective



## **A WIZARD SHOULD KNOW BETTER!**

Score 1 point if you spend 3 Will on a Magical spell that required a 3+ or less to cast OR if you successfully cast a spell that required a 5+ to cast on a single die.



## **TENS OF THOUSANDS**

Score 1 Victory point if you win a fight where you had at least 6 more models in that fight than your opponent had



## **THIS DAY WE FIGHT**

Score 1 Victory point if all your heroes were in a Fight this turn



## **SO IT BEGINS....**

Score 1 Victory point if you were the first to charge an enemy model this turn



## **WALK INTO MORDOR**

Score 1 Victory point if at the end of the turn, you have a Hero model that has four or more enemy models within 6" of your hero and no Friendly models within 6"



## **YOU SHALL NOT PASS!**

You may set this card aside before any Priority Roll. Select one objective marker on the board. If no other player moves a model within 6" of that Objective for 3 consecutive Turns after this card is revealed, then you gain D3+1 Points



## **THIS FOE IS BEYOND ANY OF YOU**

Score D3 Victory point if you kill the Highest Point Costed model on the board (or tied for the highest. Include Wargear Costs)



## **DON'T BE HASTY...**

Score 1 Victory point if you did not move a single model in your move phase and did not shoot this turn.