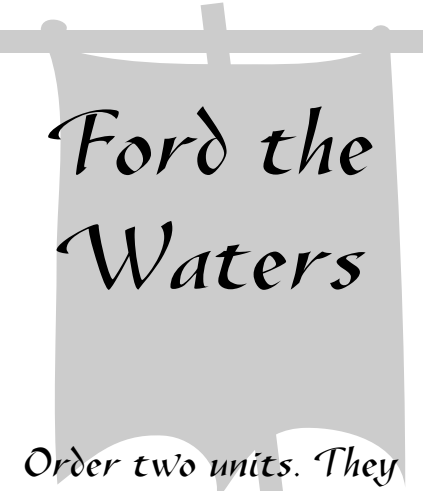




Through the Pass

*Order two units. They
may cross mountains.*



Ford the Waters

*Order two units. They
may cross rivers even
without a bridge.*



Coastal Raïd

*Order two units.
They may battle from
port to port.*



Prepare

*Order four units. They
may not battle.*



Magic Portal

*Order a unit. Before
moving, it may teleport to
any empty Magical Site.*



Desolation of Smaug

*Roll four battle dice
against any enemy unit
on the map. You also hit
on rolls of 4.*



Homeland

*Order two units. If both
are in nations you have
victory points for, order
another unit.*



Siege Engines

*Order two units. If they
attack a fortress,
the enemy does not
ignore retreats.*