



Overrun

Order a Mounted unit. It gets an extra battle die if it battles.



Melee

Order three units that are adjacent to enemy units.



Dragon Magic

Order four units. But any 4 rolled in battle hits your attacking unit.



Champion

Order one unit. It hits on rolls of 4 and gets an extra battle die if it battles.



Rohan

Order two units. If both began the turn in Rohan, you may order a third unit.



Rally

Order all your units that were attacked on the previous turn.



Mirkwood

Order two units. If both began the turn in Mirkwood, you may order a third unit.



Eriador

Order two units. If both began the turn in Eriador, you may order a third unit.