

Terrain Foot and Mounted units cannot move, retreat, or battle across mountains or rivers without bridges—but Creatures can. Units at a Fortress ignore 6s rolled against them. Movement is allowed between Ports, but not battle. You may draw a card at the end of your turn if at least one of your units captured a new Magical Site.	Actions All units can move 1 space and battle or move 2 spaces and not battle. If a unit does not move, it gets 3 battle dice. If it does move, it gets only 2 battle dice. Battle Rolls 1 = Hits all units 2 = Hits Foot and Mounted units 3 = Hits Foot units 4 = Hits if using certain cards. 5 = Misses. 6 = Retreat.	HARADWAITH  2 VP	Haradwaith  Order two units. If both began the turn in Haradwaith, you may order a third unit.
After Battle Actions use once per turn per unit Gain Ground: If an attacking unit causes an adjacent enemy unit to vacate its space (by elimination or retreating), the attacking unit may move into that space after battle. Charge: If the attacking unit above is Mounted, it may then battle again against an adjacent enemy unit using the same number of dice.	Retreating If your opponent rolls any 6s against you in battle, after taking other losses due to hits, you must immediately move your defending unit out of its territory and into an adjacent empty territory. If you cannot retreat, count any 6s rolled as hits. Units that are in a Fortress or with a General can ignore all 6s rolled against them.	Gondor  Order two units. If both began the turn in Gondor, you may order a third unit.	Mordor  Order two units. If both began the turn in Mordor, you may order a third unit.