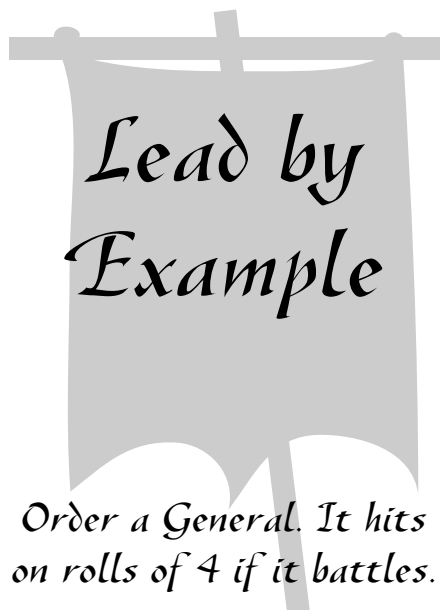




## *Berserker*

*Order a Foot unit. It hits on rolls of 4 if it battles.*



## *Lead by Example*

*Order a General. It hits on rolls of 4 if it battles.*



## *Arnor*

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



## *Hoof & Blade*

*Order a Mounted unit. It hits on rolls of 4 if it battles.*



## *Healing Spell*

*Heal a unit to full strength and give it an order.*



## *Fang & Claw*

*Order a Creature. It hits on rolls of 4 if it battles.*



## *En Masse*

*Order a General and two units adjacent to him.*



## *Besiege*

*Choose an enemy unit. Order three units adjacent to it.*