



Forced March

Order a Foot unit. It may still battle with full dice after moving.



Clash of Arms

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



Counter March

Copy the text of the last Command Card played for your orders this turn.



Cooperation

Order a Foot unit, a Mounted unit, and a Creature.



Unnatural Endurance

Order a Creature. It may still battle with full dice after moving.



Ride On

Order a Mounted unit. It may still battle with full dice after moving.



To the Fore

Order a General. It may still battle with full dice after moving.



Rhun

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