

## Stonewall



### General

AS BRIGADIER  
ROLL A DIE BEFORE EACH  
ATTACK. ON A 1, CANCEL  
ATTACK, ON A 6, ALL UNITS GET  
+1A.

AS GENERAL  
AFTER A DECLARATION OF A  
MOVE OR ATTACK, ROLL A DIE,  
ON A 1, UNITS CANNOT MOVE,  
ON A 6, UNITS GAIN +1A.

## Spycraft



### Strategy

LOOK AT THE CARDS IN ANY  
ONE PLAYER'S HAND.

## Spycraft



### Strategy

LOOK AT THE CARDS IN ANY  
ONE PLAYER'S HAND.

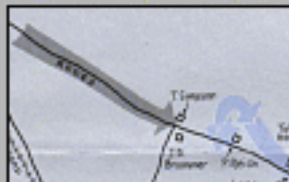
## Keep the Skeer On



### Tactics

FOR EACH CASUALTY  
CAUSED BY A FLANK  
ATTACK, REMOVE ONE  
ENEMY UNIT FROM THE  
TARGETED FLANK AND  
PLACE THAT UNIT IN  
THE RESERVE, THEN  
APPLY CASUALTIES.

## Keep the Skeer On



### Tactics

FOR EACH CASUALTY  
CAUSED BY A FLANK  
ATTACK, REMOVE ONE  
ENEMY UNIT FROM THE  
TARGETED FLANK AND  
PLACE THAT UNIT IN  
THE RESERVE, THEN  
APPLY CASUALTIES.

## Shenandoah



### Tactics

THIS CARD CAN ONLY  
BE PLAYED DURING A  
CONFEDERATE ATTACK  
INTO A TERRITORY  
WORTH 3 OR LESS.

UNION PLAYER CANNOT  
DECLARE ANY ATTACKS.

## Shenandoah



### Tactics

THIS CARD CAN ONLY  
BE PLAYED DURING A  
CONFEDERATE ATTACK  
INTO A TERRITORY  
WORTH 3 OR LESS.

UNION PLAYER CANNOT  
DECLARE ANY ATTACKS.

## The Great Skedaddle



### Strategy

THIS CARD CAN ONLY BE  
PLAYED AFTER A  
CONFEDERATE VICTORY.

USP CANNOT DECLARE ANY  
ATTACKS DURING ITS NEXT  
TURN.

## The Great Skedaddle



### Strategy

THIS CARD CAN ONLY BE  
PLAYED AFTER A  
CONFEDERATE VICTORY.

USP CANNOT DECLARE ANY  
ATTACKS DURING ITS NEXT  
TURN.