

## Quaker Guns



### Tactics

THIS CARD MUST BE PLAYED ON THE FIRST ROUND OF COMBAT AND CAN ONLY BE PLAYED DURING A UNION ATTACK.

END COMBAT, UNION ARMY RETREATS.

## Prudence



### Strategy

IF THIS CARD IS PLAYED BY CSNV ON THE FIRST TURN, THEN NO ATTACKS CAN BE DECLARED UNTIL *SUMMER, 1861*.

OTHERWISE, DRAW A NEW STRATEGY AND TACTICS CARD.

## Little Napoleon



### Strategy

DURING SETUP OF ANY BATTLE WITH ANY UNITS AFFECTED BY UNION GENERAL McCLELLAN, PLACE DOUBLE THE NUMBER OF INFANTRY YOU POSSESS. BEFORE ATTACK, REMOVE HALF OF YOUR INFANTRY.

**McCLELLAN**

## Lee



### General

AS BRIGADIER CANNOT BE PLAYED.

AS GENERAL ALL ATTACKS CAUSE 1 EXTRA CASUALTY. ALL DEFENSES TAKE 1 LESS CASUALTY.

## Kill 'em All



### Strategy

THIS CARD CAN ONLY BE PLAYED IF THE UNION HAS JUST OCCUPIED A TERRITORY. ANY ATTACKS INTO THAT DURING THE NEXT TURN CAUSE AN EXTRA UNION CASUALTY PER CASUALTY PHASE.

## J. Johnston



### General

AS BRIGADIER NO EFFECT

AS GENERAL DISREGARD 1 DESERTER EACH TURN.

## Hood



### General

AS BRIGADIER TAKE AND CAUSE ONE EXTRA CASUALTY PER CASUALTY PHASE.

AS GENERAL TAKE AND CAUSE ONE EXTRA CASUALTY PER CASUALTY PHASE AND ANY UNITS THAT WON A BATTLE LAST TURN MUST ATTACK THIS TURN.

## Roll of Honor



### Principle

FOR EVERY CONFEDERATE VICTORY, GAIN 2 RESOURCES.

## Kill 'em All



### Strategy

THIS CARD CAN ONLY BE PLAYED IF THE UNION HAS JUST OCCUPIED A TERRITORY. ANY ATTACKS INTO THAT DURING THE NEXT TURN CAUSE AN EXTRA UNION CASUALTY PER CASUALTY PHASE.