

Grizzled Veterans



Tactics

THIS CARD CAN ONLY BE PLAYED AFTER WINTER, 1863.

+1D

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Gettysburg



Tactics

IF 'A DAY'S HARD FIGHTING' IS IN PLAY, THEN IGNORE IT FOR THIS BATTLE.

OTHERWISE, DRAW A NEW STRATEGY AND TACTICS CARD.

Forrest



General

AS BRIGADIER
ONCE PER TURN, DECLARE ONE BATTLE TO BE A 'RAID'. IF THE BATTLE RESULTS IN A CONFEDERATE VICTORY, UNION LOSES 5 RESOURCES.

AS GENERAL
ANY CAVALRY CAN BE REDISTRIBUTED DURING BATTLE.

First With the Most Men



Tactics

THIS CARD CAN ONLY BE PLAYED ON THE FIRST TURN.

BEFORE ANY ATTACKS ARE RESOLVED MOVE ANY NUMBER OF UNITS FROM THE RESERVE TO THE MAIN BODY OR FLANKS.

First With the Most Men



Tactics

THIS CARD CAN ONLY BE PLAYED ON THE FIRST TURN.

BEFORE ANY ATTACKS ARE RESOLVED MOVE ANY NUMBER OF UNITS FROM THE RESERVE TO THE MAIN BODY OR FLANKS.

The Enemy at the Gates



Principle

THIS CARD CAN ONLY BE PLAYED AFTER A CONFEDERATE VICTORY.

PLACE 4 FORTIFICATIONS IN D.C.
6 INFANTRY MUST BE IN D.C. AT THE END OF USP TURN OR THE UNION LOSES.

Rumors He Was Drinking



Strategy

TAKE ANY ACTIVE UNION GENERAL, RETURN THE CARD TO THE UNION STRATEGY AND TACTICS DECK AND RESHUFFLE THE DECK.

RETRIEVE THE LAST DISCARDED UNION GENERAL CARD AND RETURN IT TO PLAY.