

## John T. Pickett



**Major**

IF FRENCH RECOGNITION IS DRAWN, RETURN THE CARD TO THE DECK, RESHUFFLE AND DRAW A NEW CARD.

AFTER DRAWING AN EVENT CARD ROLL A DIE. ON A 1, DISCARD THIS CARD.

**McCLELLAN**

## Labor Riots



**Minor**

NO UNITS CAN BE PLACED IN NEW YORK DURING THE NEXT USP PLACEMENT PHASE.

ROLL A DIE, UNION LOSES THAT MANY RESOURCES.

**LINCOLN**

## Labor Riots



**Minor**

NO UNITS CAN BE PLACED IN NEW YORK DURING THE NEXT USP PLACEMENT PHASE.

ROLL A DIE, UNION LOSES THAT MANY RESOURCES.

**LINCOLN**

## Labor Riots



**Minor**

NO UNITS CAN BE PLACED IN NEW YORK DURING THE NEXT USP PLACEMENT PHASE.

ROLL A DIE, UNION LOSES THAT MANY RESOURCES.

**LINCOLN**

## Events Multiply



**Minor**

DRAW TWO MORE EVENT CARDS AND PLAY THEM AS NORMAL.

**McCLELLAN**

## Events Multiply



**Minor**

DRAW TWO MORE EVENT CARDS AND PLAY THEM AS NORMAL.

**McCLELLAN**

## Assassination



**Major**

NO UNITS CAN ATTACK DURING THE USP ATTACK PHASE FOLLOWING THE PLAY OF THIS CARD.

**LINCOLN**

## Fort Pillow Massacre



**Major**

DISCARD ALL PRISONERS FROM THE GAME. AFTER EACH BATTLE, DISCARD PRISONERS.

**McCLELLAN**

## Scorpion & Wivern



**Minor**

DURING THE NEXT CONFEDERATE PURCHASE PHASE, THE CONFEDERATE PLAYER MAY PURCHASE UP TO TWO LEVEL 0 IRONCLADS AT A COST OF 12 RESOURCES A PIECE.

**LINCOLN**