

1	U	1	Empty Haversacks	Can be played as an Interrupt card to cancel the activation of any Confederate force, OR during a Union player's turn to cause a Confederate force to immediately execute an attrition procedure.
2	C	2	Copperheads	Reduce Union SW by two points, or place two PC markers in Ohio (must be placed in spaces free of Union SPs).
3	B	1	"Forward to Richmond"	Union may activate any Union army within 4 spaces of Richmond, VA. The army must be moved as close to Richmond as possible, but may convert spaces to maintain an LOC. All SPs associated with the army must be moved (no dropping off SPs), except 1 SP may be left if the Army began its movement from a fort (if last SP, move completed). If played by the Confederate, he draws a card from the Union hand which is discarded, and the Union player follows the instructions of this card as his next card play.
4	B	1	Costly Mistake	Pick an enemy army with two or more subordinate generals and randomly determine a target general. On a die roll of 1-3 the chosen general is killed and removed from play. On a die roll of 4-6 the general is wounded and removed from play, but re-enters during the reinforcement phase of the next game turn.
5	B	1	Dysentary	The person playing the card may remove one enemy SP from any space that contains more than one SP.
6	B	1	Ambush	Target any enemy cavalry general not located with an army and make a casualty die roll. On a die roll of 1-3 the cavalry general is killed, on a die roll of 4-6 there is no effect.
7	B	1	Mud March Heavy Rains Slows Advance	Interrupt enemy force currently moving to no more than one space of movement. Applies to only one move during a Major or Minor campaign card, but not a special army-naval move.
8	B	1	3 Cigars	Play this card to make an automatic two space interception. Intervening space must be friendly controlled and free of enemy SPs.
9	U	3	Clara Barton	Union immediately adds three SPs due to improved sanitary conditions. Place in any space that already contains a Union SP and has a LOC, no more than one per space.
10	U	3	Dorothea Dix Military Hospital Reorganization	Union immediately receives three SPs. Place in the Union Capital or in any space or spaces that contain a Union army with a LOC.
11	U	2	Nathaniel Lyon	Union places or flips three PC markers in Missouri. The spaces may not contain Confederate SPs or forts.
12	C	3	Cabinet Intrigue	Union SW reduced by three.
13	C	2	Missouri Guerrilla Raids	Confederate removes two Union PC markers from any two Missouri spaces that do not contain a Union SP or fort.
14	U	3	Red River Campaign	May not be discarded by the Union. Union must use this card as an OC. If at the conclusion of movement, a Union SP is not on or adjacent to Grand Ecore, LA, then the Union loses 5 SW points. If a Union SP is in one of the objective spaces then a Union PC marker can immediately be placed to convert the space or spaces. Remove from deck if Union plays card.
15	C	1	Mosby's Raiders	Confederate can remove two Union PC Markers in Virginia within 2 spaces of Winchester, VA. The spaces may contain Union generals and/or SPs.
16	U	2	Grierson's Raid	Union may place two Union PC markers in any spaces within four spaces of a Union cavalry general. The spaces may not contain a Confederate SP or Fort.
17	C	3	CSA Purchasing Agents	Confederate immediately receives three SPs in any open Blockade Runner Port, no more than one SP per port. If the port space is not available the SP is lost.
18	U	2	Confederate Inflation	Confederate SW reduced by two.
19	B	1	Belmont	Either player may move up to two SPs from the same space as if they were led by a General. This move is a Corps move and may enter enemy controlled spaces because the SPs are moving as if they are led by a general.
20	C	3	Union Arms Production Delayed	Confederate removes two Union SPs (Confederate chooses). No more than one SP can be removed from a space and the SP cannot be the last SP in the space.
21	C	3	Confederate Overseas Agent	Confederate immediately receives three SPs in any open Blockade Runner Port, no more than one SP per port. If the port space is not available the SP is lost.
22	C	3	Chief of Ordnance Josiah Gorgas	Confederate immediately receives three SPs in any friendly controlled space with a LOC, free of Union SPs and forts. No more than one SP per state. No SPs may be placed in Pro-Union spaces.
23	C	2	Bermuda Blockade Surge	Confederate immediately receives two SPs in any open Blockade Runner Port, no more than one SP per port. If the port space is not available the SP is lost.
24	C	3	Pre-War Treachery	Confederate places two forts in any friendly controlled spaces with a LOC free of Union SPs and forts. Remove from deck if event is played.
25	U	1	Confederate Railroad Degradation	The Union player may randomly remove one strategy card from the Confederate hand which is discarded.
26	B	3	Cotton is King	If played by Union, reduce Confederate SW by 2; if played by Confederate, Confederate gains two SPs due to increased foreign loans. No more than one SP may be placed per Blockade Runner port. If such a port is not available the SP is lost. Remove from deck if event is played.
27	C	3	Choctaw Indians Declare for the Confederacy	Confederate randomly removes one strategy card from the Union player's hand which is discarded.
28	B	1	Franz Sigel	Union immediately receives one SP in St. Louis, MO space OR Confederate plays card at the beginning of a battle and receives a +2 DRM in the battle.
29	U	2	Crittenden Compromise	Union places two PC markers in any spaces free of Confederate SPs or forts which are not Resource spaces, Blockade Runner Ports, or Coastal forts. Void after Emancipation Proclamation. Remove from deck if event is played.
30	U	3	Glory Hallelujah	Union immediately receives three SPs for raising Negro troops. The SPs can be placed in any Union controlled space (even one without a LOC) that doesn't contain a Confederate SP or fort.
31	U	2	Contraband of War	Confederate removes two SPs (Union chooses), no more than one SP per space. Void after Emancipation Proclamation has taken effect. Remove from deck if event is played.
32	C	3	Dixie Land	Confederate defiance against the "War of Northern Aggression" hardens. Increase Confederate SW by three points.
33	C	1	Orphan Brigade	Confederate immediately receives one SP in any friendly or neutral space (no LOC is required) in Kentucky that is free of Union SPs.
34	B	1	Elite Units	Place an Elite unit marker in any space with an Army. CSA: Stonewall Bde or Wheat's Tigers USA: Iron Bde or Wilder's Bde. Cannot be played if all elite unit markers are in play for that side.

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37	C	2	Confederate Scientist	Confederate immediately receives three SPs in any friendly controlled space with a LOC, free of Union SPs or forts. No more than one SP per state. No SPs may be placed in Pro-Union spaces.
38	C	2	George W. Rains Increased Gunpowder Production	Confederate player immediately places two SPs in any friendly space in Tennessee with an LOC that is free of Union SPs or forts and not a Pro Union space.
39	C	2	Draft Riots in New York	The Union must remove three SPs (Union chooses). If possible the SPs must come from Pennsylvania, Maryland, New Jersey, or Washington DC.
40	U	3	Emergency Call for Volunteers	Union receives five SPs, no more than two SPs in any space. Placement spaces must have a LOC and be free of Confederate SPs or fort. pace.
41	C	2	Tennessee Confederate Gov. Isham Harris	Confederate immediately places two SPs in any friendly controlled space in Tennessee with a LOC (both SPs are placed in the same space). SPs may not be placed in Pro-Union spaces.
42	B	2	Kentucky Anarchy	Remove up to three enemy PC markers in Kentucky. You must also remove one of your own PC markers from the state if you have any there. Remove from deck if event is played.
43	U	1	Kansas Admitted to Union	Union immediately gains one SP in any friendly or neutral space in Missouri free of Confederate SPs. Remove from deck if event is played.
44	U	2	Western Virginia	Place three Union PC markers in any West Virginia space free of Confederate SPs. If the space contains a Confederate PC marker, it is flipped. Remove from deck if event is played.
45	U	3	Food Shortage	Confederate loses SW equal to current Union blockade value.
46	U	1	Pro Union Secessionist in Tennessee	Union receives two PC markers in any Pro-Union space in Tennessee free of Confederate SPs and forts.
47	C	3	CSA Recognizes KY, MO, MD, and DE	Confederate places two SPs in any space containing a general or army in these states. Remove from deck if event is played.
48	C	3	Brazil Recognizes the Confederacy	Confederate gains +3 SW. Remove from deck if event is played.
49	C	3	CSS Alabama Commerce Raider	Union SW reduced by two.
50	C	1	CSS Sumter Commerce Raider	Union SW reduced by one.
51	C	1	Confederate Torpedoes	Confederate receives three torpedo counters. Must be placed in a friendly controlled port, and no more than one per space. Torpedoes provide a -1 DRM against Running the Guns and a +1 DRM against amphibious assaults.
52	C	3	Trent Affair	Confederate gains 5 SW points. Remove from deck if event is played.
53	C	1	CSS Arkansas	Confederate may place one Ironclad in a controlled port or coastal fort space.
54	C	1	CSS Virginia	Confederate may place one Ironclad in a controlled port or coastal fort space.
55	C	1	CSS Tennessee	Confederate may place one Ironclad in a controlled port or coastal fort space.
56	C	1	CSS Hunley Confederate Submarine	Place the CSS Hunley marker in any friendly port. Provides a +1 DRM to Confederate during next amphibious assault. Remove Hunley once modifier has been used. No more than one Hunley can be in play at a given time.
57	U	2	Admiral Foote	Union may make a naval move with up to three SPs plus one general. If an amphibious assault occurs, you receive an additional +2 DRM.
58	U	2	Admiral Porter	Union may make a naval move with up to three SPs plus one general. If an amphibious assault occurs, you receive an additional +2 DRM.
59	U	2	Farragut	Union may make a naval move with up to three SPs plus one general. Move may pass one ungarrisoned coastal fort without "running the guns" to conduct an amphibious assault (may not pass an ironclad). Ignore first torpedo encountered during naval move. If the port space is captured it immediately receives a Union PC marker.
60	U	2	USS Monitor	The Union player may remove one Confederate ironclad from the mapboard.
61	U	3	Ship Island/Key West	Union Blockade Level is increased by one. In addition, if Fort Philip/Jackson does not contain a CSA SP place a friendly PC marker in that space.
62	C	2	Financial Crisis Salmon Chase	Union SW is reduced by two.
63	U	2	Beaufort/Port Royal Captured	The Union Blockade Level is increased by one.
64	U	1	USS Kearsage	Union SW increased by one.
65	C	1	Union 90-Day Enlistments Expire	Union player removes three SPs (Union player's choice).
66	B	1	Wilson's Creek	Either player may move up to two SPs from the same space as if they were led by a General. This move is a Corps move and may enter enemy controlled spaces because the SPs are moving as if they are led by a general.
67	U	2	J.B. Eads Riverine Ironclads	The Union Amphibious Assault modifier is increased by two .
68	U	2	Lincoln Declares Southern Blockade	The Union Blockade Level is increased by one.
69	U	3	Gideon Welles The Naval Program	The Union player may either increase the Blockade Level by one or increase the Amphibious Assault modifier by one.
70	U	2	Gustavus Fox Ironclad Building Program	The Union Amphibious Assault modifier is increased by one.
71	U	3	General Scott The Anaconda Plan	The Union player may either increase the Blockade Level by one or increase the Amphibious Assault modifier by one.
72	U	2	John Ericsson's Monitor Fleet	The Union Amphibious Assault modifier is increased by one.
73	C	1	Ball's Bluff	The Union removes one SP (Confederate chooses) within two spaces of a Confederate SP due to poor leadership.
74	U	2	Political Crisis	The Union player may remove or demote one Union general for no SW cost. The cost for promoting a general with a lower political value still applies. OR remove ANY Union non-commanding general (even second in commands) from

				the game.
75	C	2	Western Concentration Block	Confederate player can either remove or demote an army commander in any state except Virginia, North Carolina, South Carolina, or Florida for no political cost OR Confederate Player may move 5 SPs using Strategic Movement to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. If a general casualty occurs in a battle caused by this card, the Commanding General is eligible, this is an exception to the rules. Remove from deck if event is played.
76	U	2	Great Sioux Uprising	Remove one Union commanding general at no SW penalty. Penalties for promoting a general with a lower political value still apply. OR remove ANY Union non-commanding general (even second in commands) from the game. Remove from deck if event is played.
77	C	2	Stop the War	Union SW reduced by five points. Remove from deck if event is played.
78	B	3	Personal Advisor	Either player may remove or demote from army command one general for no SW penalty. Penalties for promoting a general with a lower political value still apply. OR remove ANY non-commanding general (even second in commands) from the game.
79	C	1	Indian Allies	Confederate immediately receives one SP in any friendly or neutral space in Arkansas (no LOC required) that is free of Union SPs.
80	C	1	Southern Religious Revival	Confederate player immediately receives three SPs, and loses three SW points. SPs must be placed in a friendly controlled space with a LOC free of Union SPs or forts.
81	B	3	Emancipation Proclamation	Either player must play this card as an EC on the Strategy Round immediately following a Union large or medium battle victory. Confederate loses 10 SW and 3 SPs (his choice). Union loses 5 SW. Flip GT marker to its Emancipation Proclamation side. Card must be the last one played by a player at which time it can be played as an OC card. If the play of this card as an OC results in a battle victory, there is no Emancipation Proclamation. If this Event is played as an OC or discarded re-shuffle deck at the end of the Strategy Phase. Remove from deck if event is played.
82	B	3	Foreign Intervention	Either player can play this card as an EC when Confederate SW is 110+. If this is the last card in a players hand or the second to last and the player holds the Emancipation Proclamation, if the condition is met, it must be played as an EC, if not it can be played as an OC. EFFECTS: 1. Union Blockade reduced by one (cannot become greater than 4 for the remainder of the game). 2. Union -2 SP Reinforcements for the remainder of the game (Union choice). 3. Union SW reduced by 10. Remove from deck if event is played. If card is played as an OC or discarded re-shuffle deck at end of the Strategy Phase.
83	B	3	Major Campaign	Conduct up to three moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
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85	B	3	Minor Campaign	Conduct up to two moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
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89	C	1	Quaker Guns	Play as an interrupt to cancel the activation of any Union general with a strategy rating of 2 or 3.
90	C	3	Habeas Corpus	Reduce Union SW by 2. Remove from deck if event is played.
91	C	2	Jefferson Davis Issues Letters of Marque	Increase Confederate SW by 1. Remove from deck if event is played.
92	C	2	Baltimore Revolts	Confederate may place a friendly PC marker in Baltimore, MD, if the space is vacant.
93	U	2	Strategy Board	Union player may make a naval move with up to three SPs plus one general.
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97	C	1	Davis Tours the South	Increase Confederate SW by 3.
98	U	2	Cape Hatteras Operations	Increase Union Blockade Level by 1
99	B	3	Minor Campaign	Conduct up to two moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
100	C	3	Shiloh: Strategic Concentration	Confederate Player may move 5 SPs using Strategic Movement to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. If a general casualty occurs in a battle caused by this card, the Commanding General is eligible, this is an exception to the rules.
101	C	3	Chickamauga: Strategic Concentration	Confederate Player may move 5 SPs using Strategic Movement to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. If a general casualty occurs in a battle caused by this card, the Commanding General is eligible, this is an exception to the rules.
102	C	3	First Manassas Operational Concentration	Confederate Player may move 2 SPs using Strategic Movement from the same space using rail connections only (5 space maximum) to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. OR this card can be played as an automatic 2 space interception. Intervening space must be friendly controlled and free of enemy SPs.
103	B	3	Seven Days/Chattanooga Operational Concentration	Either player may move 2 SPs using Strategic Movement from the same space using rail connections only (10 space maximum) to the same space with a General who is then activated and must attempt to enter a space with at least one or more enemy SPs or fort. OR this card can be played as an automatic 2 space interception. Intervening space must be friendly controlled and free of enemy Sps.
104	B	1	Big Bethel	Either player may move up to two SPs from the same space as if they were led by a General. This move is a Corps move and may enter enemy controlled spaces because the SPs are moving as if they are led by a general.

105	B	1	Detached Cavalry	Played prior to a battle against an army possessing a cavalry general. The army is treated as if the cavalry general is not present (rule 7.52), reducing the Commanding General's battle rating (offense or defense) by 2. The effect is ended at the conclusion of the battle. The cavalry general is not available for casualty determination. OR: Place 1 PC marker in any space within four spaces of a cavalry general. The space may not contain an enemy for or SP.
106	C	3	New blockade runners built at British Clydeside Shipyards	Confederate immediately receives three SPs in any open Blockade Runner Port, no more than one SP per port. If the port space is not available, the SP is lost.
107	C	1	Guerilla Raids Delay Supply	Play as interrupt to cancel the activation of any Union general with a strategy rating of 2 or 3.
108	U	2	Richmond Bread Riots	Confederate player loses 2 SW. <i>Remove from deck if event is played.</i>
109	C	2	Fortified Lines	The Confederate player may place two forts in any friendly controlled space unoccupied by enemy combat units.
110	U	3	The Gettysburg Address	Union player gains 3 SW. <i>Remove from deck if event is played.</i>