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| <p>Land Assault Reroll 4</p> <p>USN</p> <p>MAY NOT PLAY IN 1861-1862 <i>“We cross the ford, never to retreat again to this side”</i></p> <p>-William Tecumseh Sherman</p> <p>Play AFTER the dice are rolled in an Assault over a Blue River or Red Land</p> <p>Line. Union Player may elect to re-roll Any or all Assault Dice For that combat.</p> <p>Does not apply in Amphibious Assault</p> <p>DISCARD WHEN PLAYED</p> | <p>Land Assault Reroll 5</p> <p>USN</p> <p><i>“Willing to Fight”</i></p> <p><i>“I am willing to help fight this infernal War as long as there is a man left that Dares dishonor our glorious Stars and Stripes”</i></p> <p>-Myron Mallet, 26th Iowa</p> <p>Play AFTER the dice are rolled in a An Assault (including Amphibious). Union Player may elect to re-roll any or All Dice</p> <p>DISCARD WHEN PLAYED</p> | <p>EXTRA ASSAULT 6</p> <p>USN</p> <p>MAY NOT PLAY IN 1861-1862 <i>“War is Cruelty”</i></p> <p><i>“My soldiers have to subsist even if the whole country must be ruined to maintain them.”- W.T. Sherman</i></p> <p>Play AFTER the Union WINS an Assault (11.6) Union IMMEDIATELY</p> <p>May make a 2nd Assault; attack MUST be made on a city, port or fort Adjacent to that just taken, BUT with ONE FEWER attack die than normal. No Additional Cannon Pawn required Does not apply with Amphib. Assault.</p> <p>DISCARD WHEN PLAYED</p> | <p>Land Assault Reroll 7</p> <p>USN</p> <p><i>A Lack of Brains</i></p> <p><i>“There seems to be a considerable lack Of brains among some of the Commanding officers”</i></p> <p>- Brig. Gen. John Geary</p> <p>Play in any Assault after the Dice are rolled. The Union player Chooses one of the dice that the Confederate player rolled and that Die is re-rolled.</p> <p>DISCARD WHEN PLAYED</p> |
| <p>36</p> <p>USN</p> <p>PLAY ONLY In December 1864</p> <p><i>“If it takes all Summer...”</i></p> <p>-Ulysses Simpson Grant</p> <p>Play at the Start of the Confederate Supply Phase of the December 1864 Turn. Each side rolls one die. Union Adds 1 for each of Richmond, Atlanta, Savannah, Charleston and New Orleans in Union Control. If Union total is higher, Game does not end this turn. Play a 13th Turn (April 1865).</p> <p>DISCARD WHEN PLAYED</p> | <p>EXTRA ASSAULT 34</p> <p>USN</p> <p>MAY NOT PLAY IN 1861-62-63</p> <p><i>Loose the fateful lightning</i></p> <p><i>“He hath loosed the fateful lighting of his terrible swift sword, His truth is Marching on”</i></p> <p>-Battle Hymn of the Republic</p> <p>Play at the start of any Union turn. For the remainder of the game, the Union may make one additional Land Attack EACH turn; this is In addition to any attacks allowed Or prevented by other cards</p> <p>RETAIN FACE UP</p> | <p>EXTRA ASSAULT 46</p> <p>USN</p> <p><i>One More Effort Boys!</i></p> <p><i>Troops launch final frontal Assault</i></p> <p>Play immediately after a Union Assault</p> <p>Across a Blue or Red Line is repulsed (No VP lost). Union conducts a second Assault (no additional Cannon Pawn Required) on the same target; any and all Cards used by either Side in the 1st Assault apply; more cards may be played. Union pays twice VP cost if They lose the Battle a second time.</p> <p>DISCARD WHEN PLAYED</p> | <p>50</p> <p>USN</p> <p>MAY NOT PLAY IN 1861-1862</p> <p><u>Sherman</u></p> <p><i>“I tell you, war is hell”</i></p> <p>Play at the start of any Union or Confederate Assault across a Red Line. The Union rolls one additional die for the Assault.</p> <p>May be used in only ONE Assault Per turn.</p> <p>RETAIN FACE UP</p> |

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| <p>Land Assault Reroll 80</p> <p>CSN</p> <p><i>“Rally Men. For God’s Sake, Rally!”</i></p> <p><i>“Rally men. For God’s Sake Rally. This is the Place for Brave men to Die -S.D. Lee</i></p> <p>Play at the start of any Assault or Confederate Counterattack, before Any dice are rolled. Confederate Player may twice re-roll Any or all of its Combat Dice. (may not use first reroll if 2nd taken)</p> <p>DISCARD WHEN PLAYED</p> | <p>85</p> <p>CSN</p> <p>May Not Play in 1861</p> <p><i>Nathan Bedford Forrest</i></p> <p><i>“That Devil Forrest”</i></p> <p>Play at the start of any Union Assault across a Red Line. The Union Rolls one fewer die in the Assault and May not re-roll any die/dice</p> <p>DISCARD WHEN PLAYED</p> | <p>BATTERY 88</p> <p>CSN</p> <p><i>P.G.T. Beauregard</i></p> <p><i>“The Little Napoleon”</i></p> <p>Play during Confederate Build Phase. Confederacy may place one additional Battery this turn. This Battery MUST be placed in a city, port or fort, AND May be IN ADDITION to any other Battery placed there this turn.</p> <p>RESHUFFLE INTO DECK AT END OF NEXT TURN WHEN PLAYED</p> | <p>EXTRA ASSAULT 89</p> <p>CSN</p> <p>May Not Play in 1861-62-63</p> <p><i>John Bell Hood</i></p> <p><i>“Advance and Retreat”</i></p> <p>Play during any Confederate Move Phase. The Confederacy may Immediately and at no cost launch a Counterattack. If the Counterattack fails, however, the VP cost is Doubled.</p> <p>RESHUFFLE INTO DECK AT END OF NEXT TURN WHEN PLAYED</p> |
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| <p>91</p> <p>CSN</p> <p><i>J.E. Johnston</i></p> <p><i>“The Gray Cunctator”</i></p> <p>Play at the start of any Union Assault. The Confederacy rolls one additional Battle die for Assaults on that Space. After all Assaults on that Space are Resolved (win or lose) roll one die with A +2 if the Confederacy won. If result 4-6, card is returned to Player’s hand. Place “Johnston Available” marker In plain view of both Players. If a 1-3, Pres. Davis removes Johnston From Command and this card is RESHUFFLED INTO THE DECK</p> | <p>BATTERY 99</p> <p>CSN</p> <p><i>The Queen’s Artillery</i></p> <p><i>Blockade Runners unload European Ordinance</i></p> <p>Play when unloading a “2” Cargo. Instead of gaining VP for that 2 Cargo, The Confederacy may immediately Place a Battery in any Confederate Port, Fort or City. (May not be used if USN card 40 “Satin & Lace, No Guns” is in play.)</p> <p>RESHUFFLE INTO DECK AT END OF NEXT TURN WHEN PLAYED</p> | <p>EXTRA ASSAULT 107</p> <p>CSN</p> <p><i>The South Shall Rise</i></p> <p>Play IMMEDIATELY after The Union wins an Assault</p> <p>Union gains VP and places control Marker as usual, BUT CSN then IMMEDIATELY Counterattacks That city, port or fort At no cost and without expending A cannon pawn.</p> <p>DISCARD WHEN PLAYED</p> |
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SOME READERS MAY RECOGNIZE THESE REBEL RAIDERS PLAY TEST CARDS FROM THE GAME’S APPEARANCES AT GMT EAST AND/OR WBC.