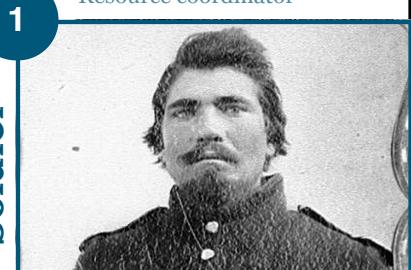




James W. Travis
Resource coordinator



Surplus food! Draw 2 energy tokens.

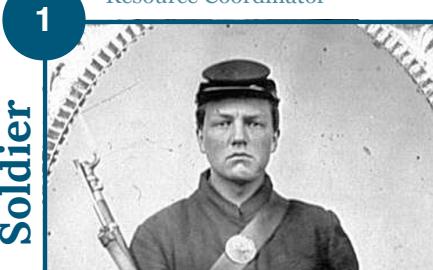
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Soldier

1



George Stryker
Resource Coordinator

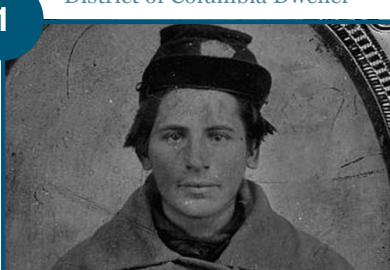


Soldier

1



Jonas Shuler
District of Columbia Dweller

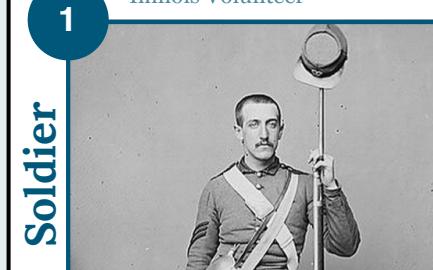


Soldier

1



Oscar Ryder
Illinois Volunteer



Soldier

1



Remington & Friends

Best War Friends Forever



Two in a row: Move any two people in play from the other side of conflict into their hand.

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Soldier

2



George Norris
Craftsman



Soldier

2



Corp Nailer
13th Pennsylvania Cavalry



Soldier

1



William W. Heath
Vermont Volunteer



Soldier

1

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Soldier

 **Josua Graffam**
Marine

2



Out at sea: Draw an extra card.

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 **George Graffam**
Drummer Boy

1



Sound Barrier: The opposing team cannot draw cards at the start of their next turn.

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 **F. Cozzens**
New Yorker

1



Headshot: Move any soldier in play from the other side of conflict into their hand.

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 **E.J. Buck**
Writer

1

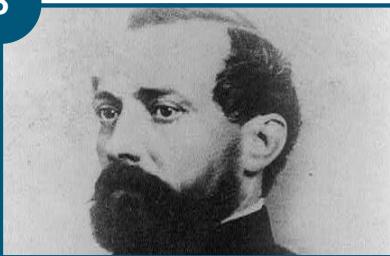


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General

 **Jesse L. Reno**
Western Frontier Hero

3



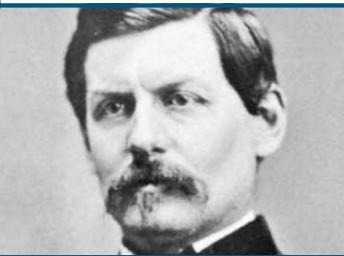
Westward support: When this card comes into play, draw another card.

Yes, yes I'm dead. Tell the boys if I can't be with them in body I shall be with them in spirit.

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 **George Mclellan**
Jersey Boy

3



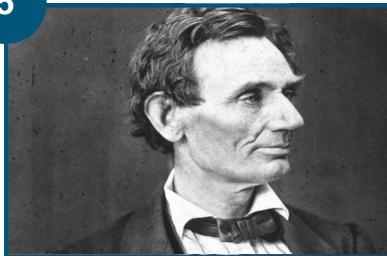
Strategic Backups: When you are defeated in battle while this card is in play, draw ⑥ energy tokens.

The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can. Strike him as hard as you can, and keep moving on.

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 **Abraham Lincoln**
Honest President of the Union

5



Emancipation Proclamation: When this card comes into play, move the soldiers and generals from the other side of conflict into their hand.

Character is like a tree and reputation like a shadow. The shadow is what we think of it; the tree is the real thing.

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 **Ulysses S. Grant**
Commander Sam

4



Betrayal: Move two Confederate soldiers to your side, they will now fight for you.

The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can. Strike him as hard as you can, and keep moving on.

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Soldier

William Rockwell
North Carolina Volunteer



1

William Askew
Georgia Guard



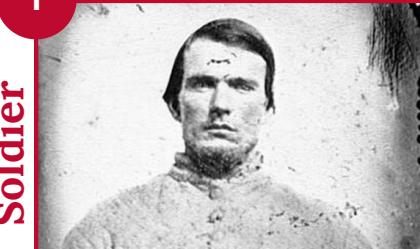
2

Thomas Kitchen
Possible Chef?



1

Sampson Altman
Georgia Volunteer



1

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Soldier

Robert Patterson
Infantry Private



1

John White
Drummer Boy



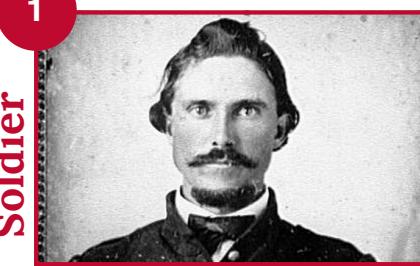
1

John J Rhodes
Virginia Landowner



1

Hite Bird
Virginia Private



1

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Soldier

2 

Enoch Cook, Jr.
Sharp Shooter

Two in a row: Move any two people in play from the other side of conflict into their hand.

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Soldier

1 

Edwin Jemison
Louisiana Volunteer

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Soldier

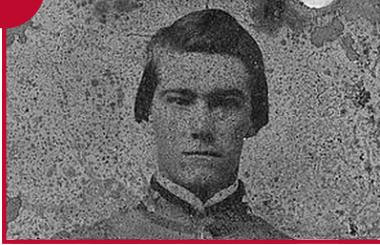
2 

Bernard Graves
Gunboat Sailor

Bon voyage: Draw an extra card.

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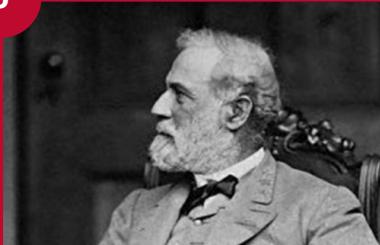
Soldier

1 

Bentley Weston
Cavalry Private

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General

3 

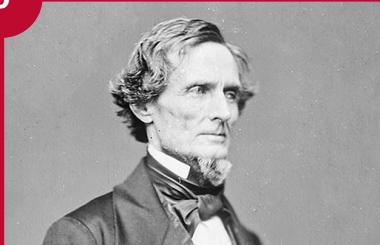
Robert E Lee
The Marble Man

Reinforcements: When you are defeated in battle while this card is in play, draw **6** energy tokens.

The forbearing use of power does not only form a touchstone, but the manner in which an individual enjoys certain advantages over others is a test of a true gentleman.

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General

5 

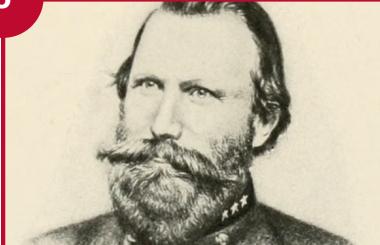
Jefferson Davis
President of the Confederates

Wipeout: When this card comes into play, move the soldiers and generals from the other side of conflict into their hand.

I worked night and day for twelve years to prevent the war, but I could not. The North was mad and blind, would not let us govern ourselves, and so...

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General

3 

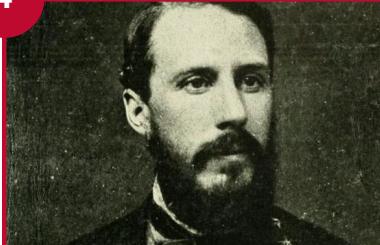
J.E.B. Stuart
Knight of the Golden Spurs

Bang! When this card comes into play, draw another card.

It is a great place in every respect—great for the facilities for education—as studying human nature, learning the ways of the world and for straightening the form. — at West Point

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General

4 

Ed Alexander
King of the Railroads

Contraband: Move two Union soldiers to your side, they will now fight for you.

As to the front of Marye's Hill, Gen. Longstreet says that I reported to him that a chicken could not find room to scratch where I could not rake the ground.

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