

SIEGE WARFARE DECK LIST

INDIVISIBLE (deck of 50 cards):

Commanders & Dignitaries:

- 1-Abraham Lincoln
- 1-George Armstrong Custer
- 1-George Brinton McClellan

Ground:

- 1-Antietam
- 1-Fort Sumter
- 1-Washington D.C.

Units:

- 3-54th Massachusetts Volunteers
- 3-Custer's Wolverines
- 3-Duryee's Zouaves
- 3-Irish Brigade
- 2-Cavalrymen
- 1-U.S. Colored Troops
- 1-Artillerymen
- 1-Pinkerton Agents

Artillery:

- 2-Napoleon 12-Pounder
- 1-3-inch Ordnance Rifle
- 1-Mortar
- 1-Parrott Rifle

Effects & Tactics:

- 2-Barrage
- 2-Battle Cry
- 1-Artillery Carriage
- 1-Burnside's Crater
- 1-Deadlock
- 1-Desperate Search
- 1-Emancipation Proclamation
- 1-Gettysburg Address
- 1-Legal Tender Act of 1862
- 1-Miscalculate
- 1-Political Maneuvers
- 1-Seize
- 1-Steady Aim
- 1-Stockpile
- 1-The Draft
- 1-War Bonds
- 1-Withdraw from the Enemy

Resources:

- 2-Factory
- 1-Fort Sumter Flag

DEFENDING GETTYSBURG (deck of 50 cards):

Commanders & Dignitaries:

1-George Gordon Meade
1-Joshua Lawrence Chamberlain
1-Winfield Scott Hancock

Ground:

1-Gettysburg
1-Bull Run
1-Fort

Units:

3-20th Maine Volunteers
3-Buford's Cavalry
3-Iron Brigade
3-Cavalrymen
2-Berdan's Sharpshooters
2-Infantrymen
1-Defenders
1-Recruits

Artillery:

2-Napoleon 12-Pounder
1-3-inch Ordnance

Effects & Tactics:

2-Battle Cry
2-Chamberlain's Great Gate
2-Defensive Formation
2-Taunt
1-Balk the Enemy's Plans
1-Barrage
1-Bayonet Charge
1-Desperate Search
1-High Ground
1-Military Discipline
1-Miscalculate
1-Rapidity
1-Reinforced Ground
1-Trenches
1-Variety of Circumstances
1-Withdraw from the Enemy
1-War Bonds

Resources:

1-Factory
1-Gold Bars

SCORCHED EARTH (deck of 50 cards):

Commanders & Dignitaries:

1-Ulysses S. Grant
1-William T. Sherman
1-Philip Sheridan

Ground:

1-Fort Monroe
1-New York
1-Harpers Ferry

Units:

3-XV Army Corps
3-Burnside's IX Corps
3-Sheridan's Cavalry
3-Wilder's Lightning Brigade
3-Shock Troops
2-U.S. Colored Troops
1-Cadets
1-Infantrymen
1-Officer
1-Recruits

Artillery:

1-3-inch Ordnance
1-Napoleon 12-Pounder

Effects & Tactics:

2-Scorched Earth
2-Attrition
2-Battle Cry
1-Attack by Fire
1-Balk the Enemy's Plans
1-Bayonet Charge
1-Broaden Your Horizons
1-Foraging
1-March to the Sea
1-Miscalculate
1-McPherson and Revenge
1-Sherman's Neckties
1-Trenches
1-Unconditional Surrender
1-Withdraw from the Enemy

Resources:

1-Recruitment Center
1-Sherman's Christmas Gift
1-Seized Resources

HEART OF THE SOUTH (deck of 50 cards):

Commanders & Dignitaries:

1-Robert E. Lee
1-James Longstreet
1-J.E.B. Stuart

Ground:

1-Fredericksburg
1-Petersburg
1-Atlanta

Units:

3-Hood's Texas Brigade
3-Longstreet's First Corps
3-Stuart's Cavalry
2-Regiment
1-Recruits
1-Cadets
1-Defenders
1-Cavalrymen
1-Officer
1-Scouts

Artillery:

1-Napoleon 12-Pounder
1-Parrott Rifle

Effects & Tactics:

3-Trenches
2-Rebel Yell
1-Ambush
1-Arc Formation
1-Battle Cry
1-Besiege
1-Defensive Formation
1-Demoralize
1-Devising Strategies
1-Divide and Conquer
1-Flanking Maneuver
1-Foraging
1-Miscalculate
1-Pickett's Charge
1-Rapidity
1-Reconnaissance
1-Retreat from Gettysburg
1-Sabotage

Resources:

1-Desperate Measures
1-Homesteads of Wilmer McLean
1-Plantation
1-Seized Resources

DIVIDE & CONQUER (deck of 50 cards):

Commanders & Dignitaries:

1-Stonewall Jackson
1-Jefferson Davis
1-Wade Hampton III

Ground:

1-Richmond
1-Bull Run
1-Harpers Ferry

Units:

3-Ashby's Cavalry
3-Hampton's Cavalry
3-Hampton's Legion
3-Stonewall Brigade
2-Spies
1-Cavalrymen
1-Regiment
1-Foragers
1-Norris's Spy Network
1-Scouts

Artillery:

2-Napoleon 12-Pounder
1-Mortar

Effects & Tactics:

2-Divide and Conquer
1-A Country of their Own
1-Balk the Enemy's Plans
1-Battle Cry
1-Demoralize
1-Espionage
1-Military Discipline
1-Miscalculate
1-Rebel Yell
1-Reconnaissance
1-Routing the Enemy
1-Sabotage
1-Secession of the South
1-Shared Intelligence
1-Taunt
1-The Draft
1-Withdraw from the Enemy

Resources:

1-Cotton Gin
1-Plantation
1-Shenandoah Valley
1-War is Deception

REBELS & RAIDERS (deck of 50 cards):

Commanders & Dignitaries:

1-P.G.T. Beauregard
1-Joseph E. Johnston
1-Nathan Bedford Forrest

Ground:

1-Shiloh
1-Vicksburg
1-New Orleans

Units:

3-Forrest's Cavalry
3-Wheeler's Cavalry
3-Louisiana Tigers
2-Mosby's Rangers
2-Regiment
2-Scouts
1-Cavalrymen
1-Infantrymen
1-Recruits
1-Shock Troops

Artillery:

1-Mortar
1-Napoleon 12-Pounder
1-Parrott Rifle

Effects & Tactics:

2-Ambush
2-Partisan Raid
1-Arc Formation
1-Balk the Enemy's Plans
1-Barrage
1-Cavalry Charge
1-Demoralize
1-Divide and Conquer
1-Flee, Fight, or Fortify
1-Foraging
1-Miscalculate
1-Rebel Yell
1-Routing the Enemy
1-Scorched Earth
1-Taunt
1-Variety of Circumstances
1-Withdraw from the Enemy

Resources:

1-Foreign Support
1-Plantation
1-Seized Resources