



THE BASICS OF PLAY

The Sequence of Play

The game is played in alternating turns. A turn is one side's activity. During "your" turn, you are the active player, and your opponent is the passive player. At the conclusion of your turn, these roles switch. The game continues in this IGO-UGO sequence until one side is defeated.

At the beginning of his turn, the active player declares whether or not he will reshuffle. If he has no cards remaining in his deck, then he has no choice; he must reshuffle.

Next, the active player declares whether or not he will invoke a fire phase. He must play a card to do so, and then he may play a modifying card, prior to rolling any dice for his shooting units, if he wishes to modify his units' effectiveness in fire.

After the fire phase (if there is one), the active player may make one command choice. He has three options. He may invoke a movement phase, or a combat phase, or he may pass. In the first two cases (invoking a phase), he must play card(s) to do so, and he may play another card to modify the phase.

During the active player's turn, the passive player may interrupt him by playing an interrupt card, if he has one. Interrupt cards generally hinder the active player's actions in some way.

In the status phase both sides must redraw, taking cards from the top of their decks to refill their hands back to their hand size.

The active player then removes smoke markers from all of his units. He checks to see if he has met the conditions for winning the battle and, if so, the game ends. If not, another turn is played.

Sequence of a Turn

1. Option to **Reshuffle**.
2. Option for a **Fire Phase**.
3. One **Command Choice**:
Movement, Combat, or Pass.
4. **Status Phase**:
 - Both sides redraw.
 - Remove smoke markers.
 - Victory.





The Action Cards

In order to be clear on procedure, we use the following terms to describe cards:

The deck of action cards includes **neutral cards**, and **national cards** (with flag in the lower left, indicating nationality, either Federal or Confederate.) A player's deck is: the neutral cards, plus his side's national cards. The Confederate player never uses any of the Federal national cards, or vice-versa.

Each player keeps his deck face down in one corner of his side of the game table.

A player's **hand** is: those cards he presently holds, and can use in play. When a card is used in play it goes, face-up, into the discard pile, which is placed beside the deck. Cards in that pile are called "discards." Your enemy may not inspect your hand, deck, or discard pile, although each player has a right to know how many cards his enemy holds in his hand.

Hand Size

Each player has a hand size, which is the maximum number of cards he may hold in his hand. Unless modified by historical scenario or advanced rules, the standard hand size is **six cards**. Drawing cards to restore the hand to its size, which happens in the status phase of each turn, is called **redrawing**. (*For example: if you have two cards left in your hand, then you would redraw four, to refill your hand to six.*)

Year Indicators

Several cards have year indicators, which note the historical years during which that card should be in play. For example, if a card's year indicator reads: 63-65, then you should add that card to your deck only for a game set in 1863 or later. If the year indicator reads: 61-62, then you should remove that card from your deck in a game set after 1862, and so on.



The Year Indicators and the National Cards

The Federal war effort was sluggish at best in its first year. As time passed, however, the great northern advantages in numbers, technical ability, and industrial output all combined to make the Yankee army a juggernaut. The Confederate cause, by contrast, rapidly hit the ceiling of its abilities. As losses mounted they struggled just to maintain that strength, much less to increase it.

In the early war the Confederate player has a larger selection of cards than his Federal opponent. As the years go by, the Union player steadily adds cards to his deck while the Confederate player steadily removes them from his deck.



Reshuffle

As the first step of his turn, a player must declare whether or not he will reshuffle. If he has no cards remaining in his action deck, then he has no choice; he must reshuffle.

In a reshuffle, all of the active player's discards are combined with all of the remaining cards in the action deck. They are reshuffled and then placed face-down to create a new action deck.

Reshuffling has no effect on a player's *hand*. He does not discard any cards from his hand, nor draw any into his hand, when he reshuffles. (That comes later in his turn.)

Reshuffling Penalty

Each time he reshuffles and creates a new action deck, the player must then deal the top six cards from that deck and - without looking at them - remove them from the game. They are set aside somewhere, and do not return in this game. Thus a new deck, after being reshuffled, is six cards smaller than the previous deck.

Since a player can reshuffle any number of times, his deck gets smaller. Reshuffling may eventually result in the deck having no cards at all, in which case the player will not be able to redraw, and his hand will soon run out.

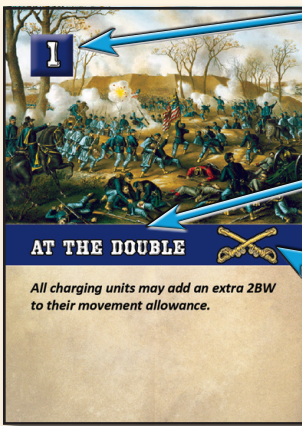
No Voluntary Discards

A player may never voluntarily discard cards from his hand. Cards only leave his hand as a result of being used for game play.





Anatomy of the Action Cards



Morale Value

The passive player may play a card for its morale value, thus removing hits scored by the enemy's fire, or reducing losses caused by enemy charges.

Banner

The card's title.

Modifying Symbol

This is a modifying card for a combat phase. The card's effect may be applied by the active side, to a combat phase.

Interrupt Symbol

This card's effect may be used by the passive side only.

Effect Text

When played for its effect, this describes the card's use.

Nationality

This flag indicates a Confederate national card.



Year Indicator

This card is in use only during these years.



Using Action Cards

Banners and Effect Text

Every card has a **banner** with the card's title. Beneath the banner is a block of **effect text** explaining the card's specific effects, when played for modification or interrupt. If you are playing a card for the purpose explained in that text, then you are playing the card "**for effect.**"

Playing Card(s) to Invoke a Phase

The active player must play a card whenever he wants to invoke a phase. If he invokes a fire phase, he must play a card. If he invokes a movement or combat phase, he must play a card.

Any card may be used to invoke any phase.

The active player is not required to follow-through on the phase that he invokes. For example, he could invoke a combat phase and play a modifying card, but then be surprised by a nasty interrupt card played by his opponent, and he might decide therefore not to attack after all. The active player must discard any cards used to invoke and modify a phase, whether he then uses that phase or not.

Disorder Requires Two Cards

If he wants any of his units to do anything that causes disorder in a movement or combat phase, then the active player must use **two cards** to invoke that phase. He may then play another card to modify the phase, if he wishes.

Morale Value

In the upper left corner of each card is a number in a small box. This is its morale value. The passive side may play cards for their morale values when being fired upon or when being charged by enemy units. In both cases their effect is to mitigate the damage done by enemy action. This is fully explained in chapters five and seven.

Modifier Symbol

If a card has a modifier symbol in the right-hand portion of its banner, then it may be played as a **modifying card**. There are three modifying symbols:

The rifle modifies a **fire** phase.

The crossed swords modify a **combat** phase.

The bugle modifies a **movement** phase.



Fire



Combat



Movement



Modifying a Phase

When the active player invokes a phase, he must declare at that time whether or not he will also play one modifying card for effect. The active side may only play a modifying card if it has the correct symbol for that phase. Not all cards have modifier symbols. Only those which have a symbol may be played as modifiers.

The proper sequence is for the active player to announce that he is invoking a phase, and then to declare whether or not he is modifying it. For example: *“I’m invoking a movement phase with this card... and modifying it with this Quickstep card.”*

The active player may use no more than one modifying card of each symbol in a turn. Thus, he might invoke a fire phase, and modify it using a card with the fire modifying symbol. And then he might invoke a movement phase, and modify it using a card with the movement symbol. But he may not modify the same phase more than once.

Interrupt

A card with the kepi symbol in its banner is an **interrupt card**. Only the passive side may play it for effect. Doing so interrupts some action or activity in the active player’s turn. The passive side may play only one interrupt card in a turn.



Interrupt

Some interrupt cards use the word “immediately,” as in: “...play immediately after the enemy invokes a movement phase...” This means that the passive player waits until the active player invokes the phase and modifies it (if he does modify it), and then he must play the interrupt card before the active player takes any action for that phase. *For example: the Federal player announces that he is invoking a movement phase, and he uses a Quickstep card to modify the phase. Before any Federal units move, the Confederate player interrupts him by playing the Old Rivals card, which means that one Federal unit will not move in this phase. Once the Federal player began moving units, it would have been too late for the Confederate player to use that interrupt.*

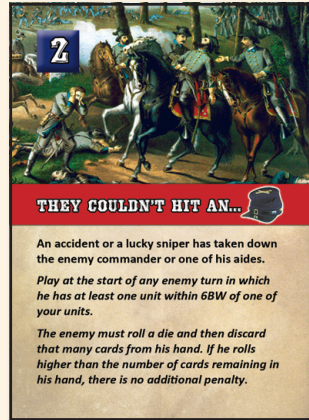
Some interrupt cards indicate that they are played at the start of the enemy’s turn. This means that the passive player must play that card for its effect at the very beginning of his enemy’s turn, before the active player has declared whether or not he will reshuffle.



Red = Remove

A few interrupt cards have red banners, rather than the normal dark blue. If a card with a red banner is played as an interrupt, then it is removed from the game. It is not discarded, and it will thus not be reshuffled into the deck. If the card is played for any other purpose, then it is discarded normally.

For example: a player holds the They Couldn't Hit An... card. If he plays it to invoke a phase, or for its morale value, then he discards it normally. However, if he plays it for its interrupt effect, then it is removed from the game, and will not reappear in his deck during this battle.



Redrawing Action Cards

Redraw

In the status phase *both* sides must redraw. Each player draws a number of cards from his deck, to refill his hand.

If the action deck does not have enough cards remaining to refill his hand, a player draws however many cards remain in his deck. (That will leave the deck with no cards, meaning that he must reshuffle at the start of his *next* turn.)

If a player ever begins a turn without any cards in his hand, then he will not be able to invoke any phases, and he must pass.

Pass

A player may declare that his command choice is to pass. He thus invokes no movement or combat phase, and proceeds to the status phase.

A player may not pass if he passed in his immediately-previous turn. (In other words: you may not pass two turns in a row.)

If a player passes when he has no cards remaining in his action deck or discard pile (regardless of how many he still holds in his hand) then he immediately loses the game.

When Are Cards Removed from the Game?

- If played for a red-banner interrupt.
- Six are removed from the deck when reshuffling.

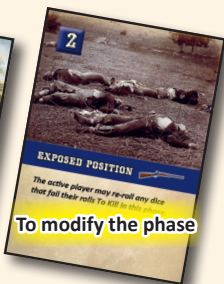
Detailed Example of a Turn



It is the Confederate player's turn.

First he declares that he will not reshuffle.

To invoke the phase



To modify the phase

Fire Phase.

The Confederate player uses the *At the Double* card to invoke a fire phase, and he declares that he will use *Exposed Position* to modify the phase.

Interrupt!

Before the Confederate player fires, the Federal player interrupts with *Bad Fuses*.



Confederate fire is resolved.

Next, the Confederate player declares that his command choice is a **movement phase**.

To invoke the phase



To modify the phase



Movement with Disorder.

The Confederate player wants his units to move through difficult terrain, so he plays two cards to invoke the phase (the second card is the cost for disorder.)

He then declares that he will modify the movement phase by playing the *Quickstep* card.



This example depicts a very "busy" turn in which the Confederate player used almost his entire hand of cards. Most turns will not see this much card play. Note that the Federal player, having used his Interrupt card in the enemy's fire phase, may not play another interrupt in the movement phase.