NOT ONE MAN: MISSOURI 1861–64

A Historical Narrative Card System

Scenario One: The Battle of Carthage — July 5, 1861

Rulebook v7.8 · rules current to October 30, 2026

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1. THE BATTLE

1.1 The History

Missouri entered 1861 as a slave state with a pro-slavery governor and a population divided on secession. Governor Claiborne Fox Jackson, inaugurated that January, declared that Missouri should "stand by her sister slaveholding states, in whose wrongs she participates, and with whose institutions and people she sympathizes." A state convention elected in February nevertheless voted against secession.

After Fort Sumter, President Lincoln called on the states for troops. Jackson refused Missouri's quota, denounced the requisition as illegal, and moved to arm the pro-secession state militia. Captain Nathaniel Lyon, commanding the Federal arsenal at St. Louis, acted first: on May 10, 1861, he surrounded and captured the militia encampment at Camp Jackson. Marching the prisoners through St. Louis set off a riot in which civilians were killed, hardening both sides.

On June 11, Jackson and Major General Sterling Price met Lyon and Congressman Francis Blair at the Planters' House hotel in St. Louis to negotiate. Lyon refused any restriction on Federal authority in Missouri and ended the conference by declaring, as those present reported, that this meant war. Within a week Lyon had taken the state capital at Jefferson City and scattered the State Guard at Boonville. Jackson retreated toward the southwest corner of the state to unite with Price and with Confederate forces near the Arkansas border.

Colonel Franz Sigel, with roughly 1,100 men — largely German-immigrant volunteers of the 3rd and 5th Missouri, with eight guns — was sent through Springfield to intercept Jackson before the columns could join. On July 5, 1861, on the open prairie north of Carthage, Sigel met Jackson's column: about 4,000 armed State Guardsmen, with roughly 2,000 more unarmed, and mounted units that overlapped both of Sigel's flanks. Fought weeks before Bull Run, this was among the first sizeable land battles of the war. What happened over the hours that followed is the day you are about to command.

1.2 What You're Doing

You command a single company of the 3rd Missouri through the fighting of July 5th, 1861. The day unfolds as a series of **Missions** (see 11). Complete the final Mission and the **scenario ends successfully**. The **scenario ends early** the instant any one of these happens:

- **Your Morale breaks** — Morale reaches 0.
- **You fall** — Your Danger reaches 0. (You are the captain.)
- **Time runs out** — the clock would advance past the last slot of the final Time card.

- **The company is depleted** — you hold 10 or more Casualty cards at Draw Up, or (in the rare case) the Casualty Deck and its discard are both empty and you cannot draw a Casualty card you are forced to take.

An early end is not a lost campaign. The scenario simply stops: the VP you banked count, the band they reach decides how much help the army sends between battles, and the captain's Danger decides how much **trauma** he carries into the next one (see 12.5, 16).

The Battle of Carthage is the first scenario of the campaign. Your Victory Points (see 12) are a running tally carried across the whole campaign — earned by completing Missions, by defeating certain enemies, by beating Lingering cards, and by how few of your soldiers fall Wounded.

2. COMPONENTS

What you need

- **Your company** — 36 Soldier cards (28 Green in the Carthage Muster Deck; 8 Veterans join later) · 17 Tactics · 17 Orders · 22 Assets · 1 HQ card · 10 trauma cards (the captain's, see 16.2).
- **The enemy and the day** — 31 Battle cards in the Carthage sets (27 shuffled into the Battle Deck · 3 deployed on The High Ground at setup · 1 Reinforcement card) · 3 Time cards · 3 Mission cards · 1 scenario reference card (The Resolution Cup on one side, The Opening Field on the other) · 1 Aftermath card (the scenario's ending, see 15).
- **The field** — 10 Location cards (Carthage 3 · Hills 1 · Waterway 3 · Mill 3).
- **Shared decks and draws** — the 30-card Casualty Deck (12 Wounded · 18 Frightened) · the Cup and its 28 Resolution tokens (16 begin in the Cup · 12 in the added supply).
- **Table tokens** — 8 Command · 8 Confusion · 8 Exposure · 10 Unidentified · 4 Works · 12 Use · 8 Damage · 4 Attack markers (double-sided) · 6 enemy tokens (numbered 1–6, double-sided) · 1 Engaged token · 6 Exhausted tokens · 4 Block tokens (double-sided) · 1 company token. With the Cup's 28, that is **108 round tokens**, all the same size and none carrying a word — each is told apart by its color and symbol (see 2.6, 2.7).
- **Marker cards** — 6 cards: one for each enemy token (1–6). A marker card prints its token's symbol and nothing else, and opens a row of enemy cards beside the map (see 2.7).
- **On the table** — the Company Track · the Company Card · the Balance Track · small cubes: one for each track, one for the time marker, one for the Balance Track (see 2.7), and the rest for the Turns tracks of Assets in play (see 10.5).

2.1 Your Cards

These are the cards you shuffle into your own deck (see 3) — your men, and everything your captain can ask of them. The six types:

Soldier — the men of your company. You commit Soldiers from your hand to perform actions and to add their small bonuses to checks. Soldiers are the effort behind everything the company does: no men, no action.

Tactic — the drill and battlefield craft of a well-led company. A Tactic is committed to a check for a significant bonus, and many grant an extra reward when the check succeeds. **Its symbols count on any check that calls for them**; where its text names an action, that is where its printed bonus applies, not a limit on committing it (see 7.1).

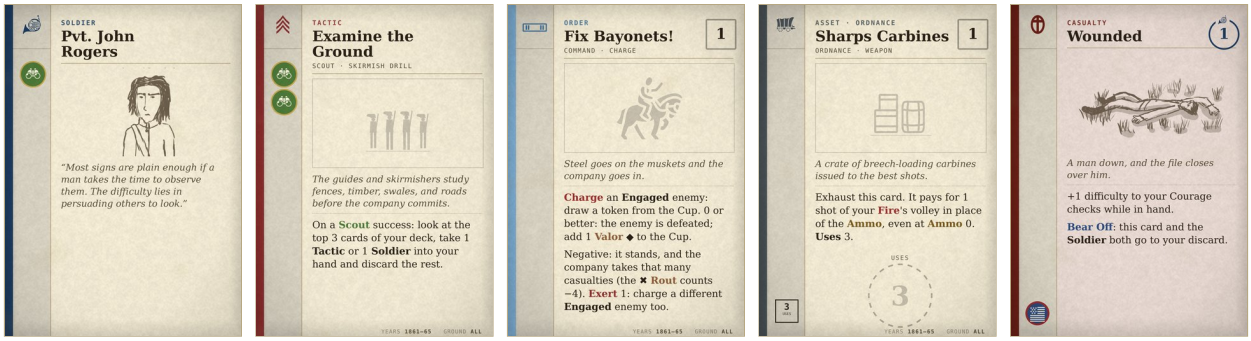
Order — the captain's voice, played for a powerful one-time effect and then discarded. Every Order has a cost, shown in its cost corner: paid in Soldier cards — men detached to carry it out — by discarding cards from your hand, or a card may print both.

Asset — equipment, work details, and helping hands: wagons, entrenchments, a surgeon's tent. An Asset is paid for the same way as an Order — Soldier cards, a discard, or both — and stays on the table, working for you for a printed duration or number of uses. Every Asset prints a Class — Works, Camp, Ordnance, or Officer — which says what kind of help it is; there is no limit on how many you may have in play.

Casualty — the cost of the day: a Wounded or Frightened card taken as losses in play (see 2.5, 8). Wounded cards stay with your deck until the end of the scenario. Frightened cards clog up your deck, but can be cleared, returning to the Casualty Deck's discard.

Trauma — what the last battle did to the captain. Trauma cards are dealt between scenarios and shuffled into your deck outside the 40; when you draw one it goes straight into play for one turn, then into your discard pile unless you beat it (see 16.2). None is in play at Carthage, the first battle.

Years and Ground. Every Tactic, Order and Asset prints two tags along its foot: the **Years** it belongs to (*1861–65*, *1862–65* …) and the **Ground** it suits — *All*, or one or more of *Open*, *Woods*, *Hills*, *River*, *Town* and *Works*. The tags decide what you may draft for a scenario (see 3.2).



SOLDIER TACTIC ORDER ASSET CASUALTY

Setup and Draft

At setup your Soldiers sit apart from everything else. The Muster Deck is the face-down pile of all your available Soldier cards — you draw your company from it blind (see 3). Your Tactics, Orders, and Assets form the open draft pool you choose from.

2.2 Battle Cards, Enemy Units & Reinforcement Cards

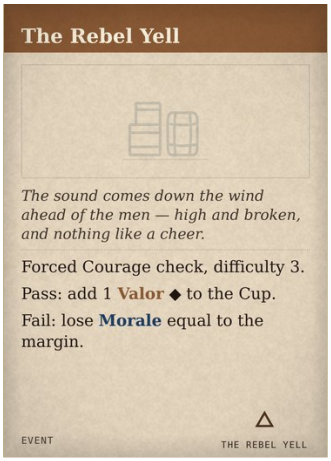
Battle cards are the enemy's deck. One is revealed every turn (see 6), and each is one of two things:

- **Enemy** — the card is the enemy itself. When drawn it enters the field and stays there, face-up, until defeated; there is no separate arrival event. An enemy card prints its Attack, Defense, and HP, its traits, and any special rule.

- **Event** — something that happens on the field: smoke, a shouted order, a line stepping forward. Resolved when drawn, then discarded.



ENEMY



EVENT

Battle cards belong to **sets** — small groups built around one battlefield thing. The set's mark and its name are printed in the card's lower corner: that is how the box is sorted, and the scenario's HQ card carries one too. The scenario's setup names the sets to gather; everything shuffles into one Battle Deck at setup, and the deck never grows (see 4).

Reinforcement cards are the exception: a few enemy cards the setup names by title, pulled from their sets and placed face-up beside the Time stack. These are the forces you know are coming. They never shuffle into the Battle Deck — a Time or Mission card brings each one directly into play (see 4, 10).

2.3 Location Cards

Location cards are the field itself — the positions your company will hold, cross, and fall back through, laid out on the table as a map (see 4). Each Location card shows:

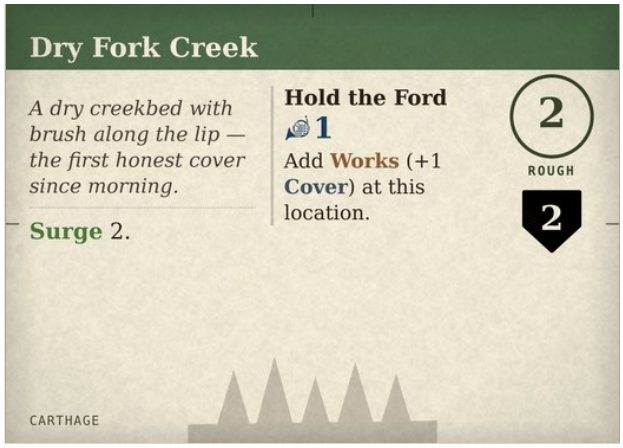
- **Name** — the location's title.
- **Cover** — the protection the location gives during enemy fire.
- **Terrain** — the kind of ground: **Open** or **Rough** (see 7, 13). Open ground lets a passed March chain into another; Rough ground ends movement.
- **Location actions and special rules** — what you may do while your company is there, and any instructions particular to that place.
- **Reveal or enter text** — instructions that fire when the location is revealed, or when it is entered for the first time (see 7.2, 13).
- **Set** — the card group the Location belongs to.

Every Location has two sides. The **hidden side** is a location you haven't reached or scouted — it shows the terrain and the **March** number, but not the Cover; scouting

reveals the Cover. The **revealed side** is the ground known. A scenario may place a starting location revealed side up.



HIDDEN SIDE



REVEALED SIDE

Location Connections. Two locations are **connected** when their edges touch: cards are laid either fully aligned or offset by exactly **half a card**. Cards are never connected by corners. The scenario's **layout diagram** (see 4) shows how each card is placed.

Locations come from two kinds of sets:

- **Scenario-specific Locations** belong to one scenario, such as Carthage, and are marked with that scenario's set name.
- **General Locations** come from terrain sets such as **Waterway** or **Mill**. Their hidden sides carry the **set name, the terrain, and one distant line of flavor** — the same for every card in the set, so they stay indistinguishable face-down. They also carry a **March** number — the **set's**, not the card's: the highest March of any card in the set, so a March into an unscouted slot never costs more than its back says. The terrain on the back is the set's too, and every card in the set matches it. When a scenario calls for one, you **shuffle the set and draw blind**, placing the card hidden side up in the slot the layout diagram shows. A scenario may instead **name one card** from a general set and give it a fixed place on the map — Carthage takes **The High Ground** from the **Hills** set and lays it hidden side up.

2.4 Time Cards & Mission Cards

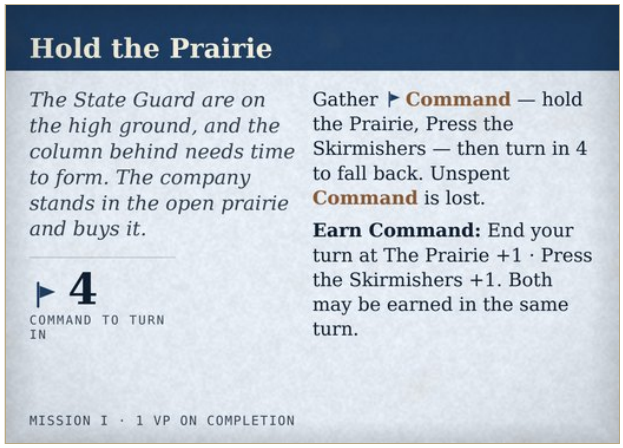
Two stacks run the scenario: the Time cards set how long you have, and the Mission cards set what you must do.

Time card — the clock of the battle. Its front shows the time limit for this stretch of the day, and may give rules for where enemies spawn or other special rules. At the end of every turn, the time marker advances one slot. When it can no longer advance, the Time card is flipped: its back is a narrative and rules bridge into the next part of the scenario, and may bring a Reinforcement card into play (see 2.2, 10). If time runs out on the last Time card, the scenario ends early (see 1.2).

Mission card — your current objective: what the company must accomplish right now. It explains the requirements, which will usually mean collecting Command tokens. Complete the objective and the Mission card is flipped — a narrative and rules bridge to the next Mission. Complete the final Mission and the scenario ends successfully.



TIME CARD

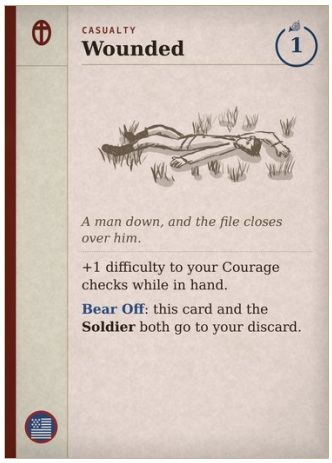


MISSION CARD

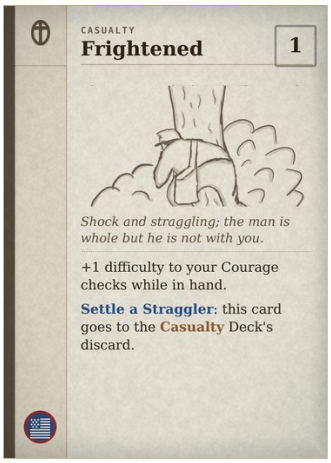
2.5 The Casualty Deck

The Casualty Deck is where your losses come from — one face-down deck of **30 cards**, shared across the campaign:

- **12 Wounded** cards.
- **18 Frightened** cards.



WOUNDED



FRIGHTENED

These are **Casualty** cards (see 2.1). When the company takes casualties, you draw them from this deck (see 8). When a Wounded card is cleared it goes to **your own discard** and stays in your deck; a cleared Frightened card is **placed in the Casualty Deck's discard**. When the Casualty Deck runs out, shuffle its discard into a fresh deck; if both are empty and a draw is still owed, the company is **depleted** — the scenario ends early (see 1.2).

2.6 The Resolution Cup

Whenever the outcome of something is in doubt, you draw a token from this opaque **Cup** without looking (see 7.1), and its value swings the result. The Cup starts with **16 tokens** of two kinds — **Standard** and **Symbol** — and a separate supply of **12 added tokens** is set aside for use during play.

- **Standard tokens (13)** — each marked with a number: +1 ×3 · 0 ×4 · −1 ×4 · −2 ×2 (the Dread tokens).
- **Symbol tokens (3)** — one of each, marked with a symbol instead of a number. What each counts, and what it represents, is set by the scenario and printed on its reference card, **The Resolution Cup**. At Carthage:

Discipline *(a block of nine dots, on blue)* — counts **+2**.

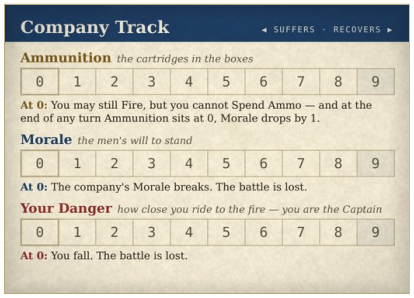
Friction *(three waves, on gray)* — counts **−1 for each Unidentified enemy In Sight** (worst −3).

Rout *(an X, on red)* — counts **−4**, and on your own action it is an automatic failure (see 7.1).

- **Added tokens (12)** — 3 Valor · 3 Dread · 3 Friction · 3 Rout, each marked with a ◆. Cards and events add these to the Cup during play — and unlike the other tokens, each is removed from the Cup when drawn (see 7) and goes back to the supply. **The supply is the limit:** if all 3 of a kind are already in the Cup, an effect that adds another adds none. Valor counts +1. Dread counts −2. Friction counts the same as the Friction symbol token; a Rout ◆ is a Rout in every way (see 7.1). The ◆ sits at the foot of the token, so an added token is told from a starting one at a glance.

2.7 The Company Track, the Company Card & Tokens

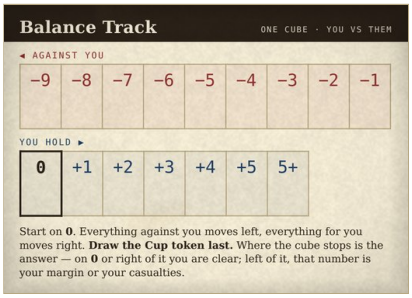
The **Company Track** is a landscape card holding the three tracks of the company's condition: **Ammunition** (the cartridges in the boxes), **Morale** (the men's will to stand), and **Your Danger** (how close you ride to the fire — you are the captain). On every track the **0 slot (far left) is the bad end** and **9 (far right) is the best**; a **cube** marks each track's value and moves **left as the company suffers, right as it recovers**. What happens when a track reaches 0 is printed beside it. Their starting slots are set at setup (see 4), and what each track measures is taught in play (see 7–8).



COMPANY TRACK



COMPANY CARD



BALANCE TRACK

The tokens on the table — round, the same size as the Cup's, and marked by symbol alone:

- **Command tokens** *(a blue guidon flag)* — progress toward the current Mission's objective (see 11).
- **Unidentified tokens** *(a question mark, on brown)* — set on an enemy that hasn't been scouted: it can't be Fired on yet, and it feeds the Friction token (see 6).
- **Confusion tokens** *(a spiral, on green)* — each makes your Fire and Scout checks harder; and **Exposure tokens** *(an eye, on red)* — each lowers your Cover. Both sit on your **Company Card**, and both are trouble that cards can inflict and clear. **The card holds at most 5 of them, both kinds counted together**: each token the company would take beyond 5 costs **1 Morale** instead.
- **Works tokens** *(a spade, on olive)* — four of them. Set one at your position when an action raises Works with no card to show it (Dry Fork Creek's *Hold the Ford*), or beside a Works card as a reminder. The Cover comes from the Works, not the token; Works at one location stack, each adding its Cover (see 7.6, 13).
- **Damage tokens** *(a ball strike, on walnut)* — what has been done to an enemy. Each damage an enemy takes puts one on its card, stacked; when the stack equals the enemy's printed **HP**, it is defeated (see 7.3).
- **Enemy tokens** *(a number, 1 to 6, on charcoal; the back is the same number on parchment with the turning arrow ↻ — its **exhausted side**)* — six of them, each with a matching **marker card**. **Enemy cards are never stacked on the map.** When a location first holds an enemy, put the lowest unused enemy token on that location and set its marker card beside the map; lay that location's enemy cards in a row from the marker card, the first one mostly covering it so that only its symbol shows. You may overlap the cards to save space, as long as the left column of each — Attack, Defense and HP — shows. Every token an enemy carries (Unidentified, Damage, Attack markers, Exhausted) sits on its card in the row. When an enemy moves, move its card to the row of the location it enters. When the last enemy leaves a location or is defeated, take back its token and marker card. **When every enemy on a location is**

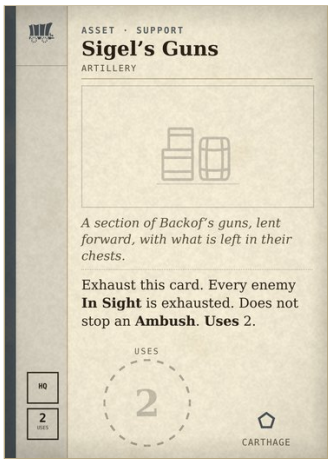
exhausted, flip its token to the exhausted side; flip it back when they ready (see 10.4).

- **The Engaged token** *(crossed sabres and **+1**, on red)* — one, and a reminder only. While any enemy on **your own position** is **Engaged** with you, lay it on the middle of that location card: each Engaged enemy adds **+1** to the incoming Attack (see 8.1), and your Fire on an Engaged enemy is **+1** (see 7.3). The location keeps its numbered enemy token. When no enemy there is Engaged — every one of them is exhausted, or you have marched away — take the Engaged token off.
- **Exhausted tokens** *(the turning arrow ↻, on parchment)* — six of them. **No card is ever turned sideways.** Set one on an **Asset** when it exhausts, and on an exhausted enemy while another enemy on its location is still ready. Take them off at Advance Time (see 10.4).
- **Use tokens** *(a paper cartridge, on brass)* — what an Asset has left. An Asset that prints **Uses N** takes **N** of them, stacked on the single well printed on its card, the moment it enters play; spend a use, take one off, and the Asset leaves play when the well is empty. A **Turns** Asset counts down differently — a cube walking the printed track — so a glance across the play area tells the two apart (see 13).
- **Attack markers** *(the enemy's red Attack diamond, on parchment — **+1** on one side, **−1** on the other)* — four of them, and reminders only: they change nothing, the cards and the board do. Set one **+1** side up on an enemy a card gives +1 Attack — a Drilled enemy that *Dress Their Line* strengthens this turn. The contact +1 of an Engaged enemy needs no marker: the **Engaged token** carries it. Set one **−1** side up on your **Company Card** for each −1 a card puts on the coming volley — *Post Pickets*, *Change Front to the Rear*, *The Line Steadies on Your Right*. **A +1 and a −1 cancel:** take both off. Clear the Company Card's markers after the volley, and *Dress Their Line*'s at the end of the turn. If you run out, play on without them.
- **Block tokens** *(a bar, laid across the joint between two location cards)* — four of them, double-sided: two **Union** tokens (blue, a dashed bar) and two **Confederate** tokens (gray, a dotted bar); the back of every one is **black, a solid bar**. A scenario's setup or a card may tell you to lay one, on the joint between two connected locations. **Blue, dashed:** the company may not cross there. **Grey, dotted:** the enemy may not. **Black, solid:** neither side crosses. Line of sight is unaffected — you can see across a block, and be seen. The bar's pattern says the same as its color, so a token reads without it. Carthage uses none.
- Your **company token** *(a gold star, on navy)* — marks your position on the field.
- The **Company Card** — a card that stays beside the Company Track and holds your Confusion and Exposure tokens, and the −1 Attack markers for the coming volley. The tokens on it are the company's, wherever the company token stands.
- The **Balance Track** — a card with one number line, −9 to 5+, and its own cube. It does the arithmetic of a check (see 7.1) or a volley (see 8.1) so you never subtract a negative: put the cube on **0**, move it **left** for everything against you and **right** for

everything for you, and **draw the Cup token last**. On 0 or right of it, you hold. Left of 0, the number under the cube is the margin, or the casualties. Using it is optional — the answer is the same as the sum.

2.8 HQ Cards

Some cards are **provided by the scenario**, not drawn or drafted — marked **HQ**. These are the assets of the larger army: at Carthage, **Sigel's Guns**, the batteries that begin on the table beside you. HQ cards sit outside your 40-card deck (see 4).



HQ — SIGEL'S GUNS

3. BUILDING YOUR DECK

Follow this once, before you lay out the field. You end with a shuffled deck of exactly 40 cards.

Your deck is built in two steps — the Soldiers first, blind; then everything else, by choice.

3.1 Draw Your Soldiers Blind

Shuffle the **Muster Deck** — all your available Soldiers. At Carthage that is the 28 Green Soldiers; the Veterans join the Muster Deck in later scenarios (see 16). Then draw **15 to 20** of them, **face-down, without looking**. Take more if you want an action-heavy deck — more Soldiers means more hands for actions, but fewer of the Tactics, Orders, and Assets that will fill the rest of the deck.

You will not learn which Soldiers you drew until they turn up in play. You know how many men you have, not which.

3.2 Draft the Rest

Fill the deck up to **40 cards** from the open **draft pool** — your Tactics, Orders, and Assets, chosen freely, with one requirement for each type:

- **5 to 10 Tactics**,
- **5 to 10 Orders**, and
- **5 to 10 Assets**.

The words on a card's type line — *Care · Supply*, *Officer*, and the like — are labels; they set no limit on the draft.

The draft pool is the scenario's. A card may be drafted only when the scenario's date falls within its **Years**, and its **Ground** is *All* or one of the scenario's ground. **Carthage is July 1861, on Open, River and Town ground** — so the cards printed *1862–65* or *1863–65*, and those whose only ground is Woods, Hills or Works, stay in the box.

Your 40-card deck:

- **Soldiers**, drawn blind — 15 to 20
- **Drafted cards** — the rest: 5 to 10 each of Tactics, Orders, and Assets
- **Total — 40 cards**

3.3 The Two Standing Rules

- **One copy.** Your deck may hold at most **one copy** of any card. Card identity is by name, not by what the card does: Dig In! and Deep Rifle Pit both raise Works, but they have different names, so a deck may hold both.

- **HQ cards are provided, not drafted.** HQ cards don't count as one of your 40 — they're in addition. At Carthage the HQ card is **Sigel's Guns**, which starts on the table (see 4).

Shuffle the finished deck. You're ready to lay out the field (see 4).

4. LAYING OUT THE FIELD

Once your deck is shuffled (see 3), gather what the scenario uses, then set the table.

Gather:

- **Locations** — the **Carthage** set (three cards: The Prairie, Dry Fork Creek, Carthage), **The High Ground** from the **Hills** set, plus the **Waterway** and **Mill** general sets.
- **Battle sets** — eleven ride at Carthage: Riflemen · Pressure · Fog of War · Disruption · The Rebel Yell · Raw Recruits · State Guard · Missouri Cavalry · Missouri Artillery · Union Presence · Carthage.
- **HQ — Sigel's Guns**.
- The shared **Casualty Deck**, the **Cup** and its 28 Resolution tokens, the table tokens, the **Company Track**, the **Company Card**, the Balance Track, the cubes, and the scenario reference card (see 2).

Then set the table, in order:

1. **Lay the two starting places.** Put **The Prairie** on the table revealed side up, and **The High Ground** above it hidden side up. Set **Dry Fork Creek and Carthage** aside hidden side up, with the shuffled **Waterway** and **Mill** sets beside them; they come onto the field later, as the way south opens (see 11).
2. **Place your company.** Put your **company token** on **The Prairie**. Set the **Company Card** beside the Company Track; it starts empty.
3. **Pull the starting enemy and deploy.** From the **Missouri Cavalry** set, take **Shelby's Skirmishers**; from the **Missouri Artillery** set, take **Bledsoe's Battery**; from the **Carthage** set, take **Gov. Claiborne Jackson**. Put **enemy token 1** on **The High Ground**, set its marker card beside the map, and lay all three face-up in its row (see 2.7). All three take an **Unidentified token** — none can be Fired on until you scout it, the Governor included. The Battery is **Artillery**: even once scouted, you cannot Fire on it while any enemy that is not Artillery stands with it (see 8.5). None of the three has a copy in the Battle Deck.
4. **Pull the Reinforcement card.** Take **Shelby's Horsemen** from the Missouri Cavalry set and set it face-up beside the Time stack. This is the day's one **Reinforcement card** — the force you know is coming. It never shuffles into the Battle Deck; Time I's back brings it into play (see 10). Everything else in the sets shuffles in, the Mounted Horsemen and the Drilled State Guard Company among them: they may arrive, but not on a schedule you can read.
5. **Shuffle the Battle Deck.** Everything left in the gathered Battle sets — **27 cards** — shuffles together into one face-down **Battle Deck**. It is complete from the start — nothing is added to it during play.
6. **Put your HQ card in play.** Set **Sigel's Guns** in front of you.

7. **Fill the Cup.** Put the **16 starting tokens** in the Cup — the thirteen numbers and the three symbol tokens. Set the **12 ◆ added tokens** beside it as the added supply, and the scenario reference card beside that, **The Resolution Cup** side up. Shuffle the **Casualty Deck** face-down. Keep the Command, Confusion, Exposure, Unidentified, Works, Use, Damage and Exhausted tokens, the Attack markers, the remaining enemy tokens, the Engaged token and the marker cards within reach.
8. **Set the Company Track and card stacks.** Put a cube on each track: Ammunition on **5**, Morale on **8**, Your Danger on **8** (near the safe end). Place the **Mission** and **Time** stacks front up, **I on top**, and put the time marker — the fourth cube — on the Time card's **first slot**. Set the **Balance Track** beside the Company Track with the fifth cube on its **0**.
9. **Draw your opening hand of 8 cards.**

The back of the reference card, **The Opening Field**, shows steps 1–4 laid out.

You're ready.

5. THE SEQUENCE OF PLAY

Every turn runs through the same five phases, in order:

1 **The Battle Card (see 6)** *skip on the First Turn*

- Reveal one card from the Battle Deck and resolve it: an enemy arrives, or an event strikes.
- **Follow-up**: the card reveals one more, which may follow up in turn.

2 **The Player Phase (see 7)**

- Act in any order, as often as your cards allow: March, Fire, Scout, Dress the Line, Organized Retreat, or a Location Action.
- Play cards from your hand.
- Take free actions.

3 **The Enemy Phase (see 8)** *in this order*

- **Enemy Fire** — the enemy volley lands, reduced by your Cover.
- **Casualties** — draw what the volley dealt from the Casualty Deck.
- **Pursuit** — enemies that Pursue or Envelop close one location toward you.
- **The Field Settles** — enemies on your position lock you Engaged.

4 **Draw Up (see 9)**

- **Regroup** — clear one Confusion or Exposure.
- Draw 5; discard down to your hand limit of 10.

5 **Advance Time (see 10)**

- Advance the time marker; if it would pass the last slot, flip the Time card instead.
- Ready every exhausted card, yours and the enemy's.
- Move each Asset's Turns cube one step.
- Ammo at 0 costs 1 Morale; resolve end-of-turn effects.

Then the next turn begins again at the Battle Card.

A **turn** is all five phases together. Where a card says *at the start of each turn*, resolve it before the Battle Card is revealed (on the First Turn, before the Player Phase). The Player Phase and the Enemy Phase are parts of it, and where a card says *this turn*, it means the whole of it, from the Battle Card to Advance Time.

6. THE BATTLE CARD — First Phase *(skip on the First Turn)*

Reveal one card from the Battle Deck: an enemy arrives, or an event resolves.

The **Battle Deck** is a face-down deck of **enemy cards** (gray), **event cards** (brown) and **Lingering cards** (teal) shuffled together. All three share the Battle Deck's back; the face tells you which you drew — a Lingering card stays in play (see 13, *Lingering*). It is built whole at setup and never grows — the day's late arrivals are the **Reinforcement cards** beside the Time stack, and Time cards bring them **directly into play** (see 10), never into the deck.

6.1 Reveal a Battle Card

Turn the **top card of the Battle Deck** face-up and resolve it in full before going on.

6.2 An Enemy Card — an Enemy Arrives

Place the enemy on the field at the **current spawn point** — the location shown on the face-up Time card (see 10) — unless the card names a different location, in which case it enters there instead. Its card goes in that location's row beside the map; a location with no enemy yet takes the lowest unused enemy token and its marker card (see 2.7).

Every enemy enters Unidentified, whatever it is and wherever it arrives — set an **Unidentified token** on it (see 2.7). There is no exception for Artillery or any other trait. Three things identify an enemy without a Scout action of its own: **being on the company's own location** — an enemy that arrives there, pursues onto it, or that the company marches in on is identified at once, because the company is standing among them; **becoming Engaged with it** (see 8.4); and **a Surge you watched arrive** — enemies that surge onto a location you revealed with a Scout come on **identified**, because the scout saw them arrive (see Surge, 13). Its stats are in plain view, but it **cannot be Fired on until you scout it** (see 7), and while it is In Sight it counts against you for **Friction** (see 2.6, 8). Any number of enemies may share one location — there is no stacking limit. Sight reaches a connected location even when its ground is still unrevealed: the enemy card lies face-up, so an enemy there is **In Sight** — counting for Friction and enemy fire — though the ground itself stays unrevealed and the enemy stays Unidentified until scouted (see 7, 8).

6.3 An Event Card

Do exactly what the card prints. Events take a few shapes:

- **An immediate effect** — carry it out at once.
- **A check** — some events force a check on the company. Resolve it at once by the check procedure in section 7; because it is **Forced** on you rather than an action you

chose, it **needs no Soldier to lead it**. The card states its own cost on a failure — a **Courage check**, for one, costs **Morale by the margin**.

- **Follow-up** — see 6.4.

6.4 Follow-up

Some Battle cards read **Follow-up**: after the card resolves, immediately **reveal one more Battle card** and resolve it too — and it may follow up in turn. One card can become a short cascade.

6.5 After Resolving

A spent Battle card goes to the **Battle discard**, face-up — unless it is **Lingering** or **Attach** (see 13): those stay in play and keep applying for as long as the card says — until its end condition is met, or for the rest of the scenario. When the Battle Deck runs out, **shuffle the Battle discard into a fresh deck** and carry on.

7. THE PLAYER PHASE — Second Phase

Act in any order and as often as your cards allow, minding the few per-turn limits noted below. When you are done, pass to the enemy (see 8).

Your actions at a glance:

- **March** 🏴 Courage — move to a connected location (7.2)
- **Fire** ⚔ Combat — attack an identified enemy In Sight (7.3)
- **Scout** 🔭 Intuition — reveal ground and identify what holds it (7.4)
- **Dress the Line** 📖 Drill — clear an Exposure or Confusion token, your choice (7.5)
- **Organized Retreat** 📖 Drill — break away from Engaged enemies (7.7)
- **Location Action** (as the card prints) — use what the ground offers (7.6)
- **Play Cards** (no check) — Orders and Assets from your hand (7.8)
- **Free Actions** (no check) — small reliefs that cost no check (7.9)

Most of these are resolved by a **Check**. Learn this one procedure and every action below is just a matter of which check symbol it calls for and what happens on success or failure.

7.1 Making a Check

A check pits your **total** against a **difficulty**. Meet or beat it and you succeed.

1 — Read the difficulty. Each check names the **check symbol** it calls for (sometimes two) and its **base difficulty**. **Fire and Scout checks** — the checks of aiming and seeing — add **+1 for every Confusion token** the company carries (see 2.7); other checks ignore Confusion unless their card says otherwise. A 🏴 **Courage check also adds +1 for every Casualty card in your hand**.

2 — Commit cards, count symbols. A **Soldier must lead the action** — commit at least one from your hand (a Wounded or Frightened is not a Soldier and cannot lead); Tactics only add to his effort. (A **Forced** check — one a Battle, Time or Mission card puts on you — is not an action and needs no Soldier: commit whatever cards you choose — Soldiers, Tactics, or nothing.) **Only Soldiers and Tactics are committed:** an Order or an Asset in your hand is played, never committed. Count every **check symbol** on your committed cards that matches the one called for; **★ Wild counts as any**. **A Tactic's symbols count on any check that calls for them.** When a Tactic names an action — *Commit to a Fire*, *Commit to a Dress the Line* — that names where its **printed bonus** applies, and nothing more: the card may still be committed to any other check for its symbols alone, and simply does nothing extra there. If the check calls for two, a symbol matching either counts. Add any **bonuses printed on cards you have in play** that apply to this check. On a card, **+N to a check** adds to your total, and **+N difficulty** raises the difficulty.

```
THE FIVE CHECK SYMBOLS
⚔ Combat · 📖 Drill · 🏴 Courage · 🔭 Intuition · ★ Wild (counts as any)

On the cards each is a colored disc: Combat, crossed sabres on red ·
Drill, a drum on brown · Courage, the flag on blue · Intuition,
field glasses on green · Wild, a star on gold. The marks in this book are
shorthand for those discs.
```

3 — Exert, if you dare. You may Exert as many times as you like, but **Exert can never move Your Danger below 1**. Each Exert adds **+1 to your total**, but drives you harder: move **your Danger cube one slot toward 0** (see 2.7). Exert alone can never take you to 0; enemy fire and cards can.

4 — Draw a token. Draw **one token from the Cup** without looking and add its value to your total. Return it to the Cup afterward — unless it is an added ◆ token, which is **spent when drawn** (see 13).

5 — Compare. If your total is **equal to or greater than** the difficulty, you succeed. Otherwise the check fails, and most failures cost you **by the margin** — the difficulty minus your total, never less than 1 — as each action states. *On the Balance Track (see 2.7): the cube starts on 0, goes left by the difficulty, right 1 per symbol, Exert, and card bonus, and the token moves it last; where it stops, left of 0, is the margin.*

6 — Spend the cards. Every card you committed goes to your **discard**, win or lose. Whether you **commit** a Soldier to a check or **spend** one to pay a cost, that Soldier leaves your hand for the discard — committing leads a check, spending pays without one.

```
A CHECK, STEP BY STEP   (worked example — a 🏴 Courage check)

Difficulty 4      (base 4 — a Courage check, so the company's Confusion
                   token does not raise it; no Casualty cards in hand, so no drag)

Commit   Pvt. (🏴)  +  a Tactic (🏴 🏴)      matching symbols … 3
In play  Cpl. Webb — +1 to a check with Courage   card bonus … +1
Exert 1  (+1 now; your Danger drops by 1) …… +1
Draw a token from the Cup:  −1  …… −1
                                                  ──────────────
                                       YOUR TOTAL … 4

4  ≥  4   →   SUCCESS
(Had the total come to 2, the check would fail by a margin of 2.)
```

The Rout ✖. The Rout is the one token that does not merely count. **Look at who is leading the check.**

- **A Soldier leads it.** Then it is your action, and **the action does not happen.** Not the March, not the shot, not the sighting. Nothing is measured: no margin, no damage, no casualties, no Exposure. What you paid you have still paid — committed cards go to the discard, the Danger you spent on Exert stays spent, Ammo stays spent — and you have nothing to show for it.

- **No Soldier leads it.** Then it is **Forced** (see below), and there is no action to take away, so the Rout **counts −4** and the failure is measured from it as usual. On the Cover draw of an enemy volley that is four Cover stripped from the company.

Forced — any check or draw no Soldier leads. A check a Battle, Time or Mission card puts on you; the **Cover draw** of an enemy volley (see 8.1); the **ambush draw** on entering a location (see 7.2); a draw a card calls for. None of these needs a Soldier to lead it: commit whatever cards you choose, or nothing (see step 2). Everything else in section 7 is an action of yours, and a Soldier leads it.

Where a card prints its own result for the Rout, as Fix Bayonets! *does, the card governs.*

*Otherwise **an action you fail you still take**: you arrive disordered, the shot still lands, the ground is still revealed. The Rout is the single exception in this book.*

Every action that follows is this procedure with a named check symbol, a source for the difficulty, and its own result.

7.2 March

Move the company to a connected location.

Target — any location connected to yours. You cannot March while Engaged (break away first, see 7.7), and Marching abandons any Works you held. A Works whose card forbids Marching must be **Abandoned** first — a free action (see 13, Works).

Check — 🏴 Courage. Difficulty: **the March number printed on the destination's card** — nothing else raises it, not even Confusion. At Carthage most locations print **March 1**; the Prairie prints 0 and Dry Fork Creek 2. The number sits in a downward **shield**, below the Cover circle, and it is printed on the card's back as well as its face, so you can price a move onto ground you have not seen: **until a location is revealed, a March into it is checked against the number on its back.** Some backs print a higher March than the face — scouting finds the better crossing. A general-set slot's back carries the set's worst case: at Carthage the Waterway slot reads March 2, and a scout that turns up the Old Bridge brings it down to 1. A face never prints a higher March than its back. A **Block token** on the joint between two cards bars the way there (see 2.7, 13).

After a passed March: if the destination is **Open** ground, the column may March again this turn — chain as far as the checks hold. If it is **Rough**, movement ends. (A failed March always ends movement, on any ground.) **Marching into unrevealed ground draws one Battle card on arrival**, unless the location's reveal prints **Surge** (which draws instead) — an enemy among the draw deploys hidden and ambushes; a **Lingering** card comes into play; anything else is discarded unresolved.

Resolve — you arrive whether the check passes or fails:

- **Success** — you arrive in good order. On **Open** ground you may March again this turn, location to location, while each March succeeds; **Rough** ground ends your movement.

- **Failure** — you arrive disordered: take **Exposure tokens equal to the margin** (see 2.7), and your movement ends for the turn.
- **The Rout ✖** — the column does not move. You are where you started and the cards are spent, but the March did not happen, so it has not been used: you may March again this turn, paying for it again (see 7.1, 7.6).

Marching in — on arrival, in order:

1. **Reveal** — if the location is unrevealed, turn its card face-up and carry out its printed reveal effects, including anything that deploys there.
2. **Ambush** — if the location was **unrevealed** when you entered it, every enemy there makes **one free combined attack** (see 13). **Reveal the location first — Scout it — and nothing there ambushes you**, whether or not you ever learned what the enemies were, and whatever arrives on it later. An ambush belongs to unrevealed ground, not to Unidentified enemies. Their total Attack strikes **Cover 0** (terrain and Works do not count); draw one token from the Cup and add it to that Cover; the company takes casualties equal to Attack minus the token, minimum 0 (see 8). An **exhausted** enemy there ambushes too: the ambush is the ground catching you, not that enemy's fire. This happens once, on entry.
3. **Engage** — if any enemy holds the position, identified or not, you are **Engaged** the moment you arrive (see 13): your movement ends, and to March on you must break away with an Organized Retreat (see 7.7).
4. **Enter** — the **first time** the company enters this location in the scenario, carry out its printed **Enter** effects. Later entries never repeat them.

```
MARCH INTO AMBUSH   (worked example)

You March from the Prairie into Dry Fork Creek — unrevealed.
Courage check, difficulty 2 (the card prints March 2) … you pass. You arrive.

1  REVEAL Dry Fork Creek → it prints Surge 2: draw two Battle cards flat.
   One is a company; it enters there, Unidentified. The other is an
   event, discarded unresolved.
2  AMBUSH — that hidden company (Attack 2) fires as you come in:

      Attack 2   vs   Cover 0   (terrain and Works do not count)
      Draw a token: −1  →  added to Cover:  0 + (−1) = −1
      Casualties = 2 − (−1) = 3          the company takes 3 (see 8)
```

7.3 Fire

Attack an enemy with a volley. The shot always lands: deal **1 damage**, plus any bonuses, whether the check passes or fails.

Marking it. Put one **Damage token** on the enemy's card for each damage dealt, stacked. When the stack equals the enemy's printed **HP**, it is **defeated**. **Every defeated enemy leaves the game** — its card goes to your **banked stack** and never returns to the Battle Deck or the discard, whether it prints VP or not. At the end of the battle you

look through that stack and score the VP you find there (see 12.3). The tokens go back to the supply with it. **A Lingering card that carries a Lingering Action is banked the same way when you beat it, and is worth 1 VP** — it is an encounter you overcame, so it leaves the game rather than going back to be drawn again (see Lingering, 13; 12.3). **Those two kinds are the only cards that bank.** Every other Battle card — resolved, attached and run out, or discarded unresolved — goes back to the **Battle discard**, and may be reshuffled and drawn again. Nothing heals unless a card says so, and a card that heals takes tokens off.

Target — an **identified enemy In Sight**: your own position or one connected to it. You cannot Fire on an Unidentified enemy — scout it first (see 7.4). **Artillery** is screened by the line: you cannot Fire on it while any enemy that is not Artillery stands with it (see 8.5).

Check — ⚔ Combat. Difficulty: the target's **Defense**, plus the **Cover of the location it holds**, **plus Confusion** (see 2.7). **Distance adds nothing** — an enemy at a connected location is no harder to hit than one on your own. **Contact** helps: if the target is **Engaged** with you, add **+1 to your own total**. It is a bonus to your total, not a change to the target's Defense.

Resolve:

- **Spend Ammo for more shots.** Before the first token draw you may **declare a volley**: spend any number of Ammo, one per **extra shot**. Declare the number then — you cannot add shots once the firing has begun — and the Ammo is committed at once, win or lose (see 13, *Spend*).
- **Every shot is its own check.** Each uses **the same committed cards, the same symbols, bonuses and Exert, and the same difficulty**, and each **draws its own token**. Resolve each shot's damage before the next begins. **A failed shot's casualties are held:** note its margin and fire on (see *Casualties are taken at the end of the Fire*, below). (An added ◆ token drawn during a volley is spent when drawn, as always, and is gone for the shots that follow.)
- **Every shot strikes the same target.** Name it as you declare. If the base Fire strikes more than one enemy, that is the **first shot** only — the extra shots go to the named target alone. When the target is **defeated the volley is over**: any shots left are wasted, and so is the Ammo that bought them.
- **The Rout ✖ ends a volley.** Draw it on any shot and that shot does not happen — no damage, no casualties — and every shot remaining is lost with it (see 7.1). The casualties the earlier shots held are still taken. *An ordinary failed check does not end a volley:* it bleeds you, and the line fires again.
- **A volley is still one Fire.** A card that pays on a *Pass* pays **once**, if any shot passes; a card that pays *if this Fire defeats an enemy* pays once, if any shot defeats the target. (*Fire by Rank* in a volley of three gains 1 Ammo, not 3.)
- **Success** — the damage lands and the company comes off clean.

- **Failure** — the damage still lands, but the company takes **casualties equal to the margin** (see 8).
- **Casualties are taken at the end of the Fire.** Add up the margins of every shot that failed and take that many casualties **at once**, when the Fire is over — after its last shot, or when the target's defeat or the Rout ends it. They are one draw from the Casualty Deck, split as always: the first half rounded down into your hand, the rest to your discard (see 8.2). *Three shots that each fail by 1 are 3 casualties — 1 to your hand, 2 to your discard — not three single casualties that all go to the discard.*

Firing costs no Ammo — a base Fire always lands, even at Ammo 0. **Ammo at 0 means critically low, not empty:** you may still Fire, but you cannot buy shots — unless a card pays in their place — and **at the end of any turn that Ammo sits at 0, the company's Morale drops by 1** (see 10.6).

```
A VOLLEY   (worked example)

You Fire on a Drilled State Guard (Defense 3, HP 2) at a connected
position on Rough ground (Cover 1).
Combat check, difficulty 4  (Defense 3, +1 Cover).  Not engaged, so
no contact bonus; had he been on your own position it would read
difficulty 3 with +1 added to your total instead.

Commit  Pvt. (⚔)  +  a Tactic (⚔ ⚔)     symbols … 3
Exert 1  (+1 now; your Danger drops by 1) …… +1
                                  COMMITTED TOTAL … 4

DECLARE A VOLLEY OF 2 SHOTS — 1 Ammo, spent now (Ammo 5 → 4).
Both at the Guard.  Each draws its own token against difficulty 4.

Shot 1   token  0  →  total 4 ≥ 4   SUCCESS   1 damage  (HP 2 → 1)
Shot 2   token −1  →  total 3 <  4   fails by 1
                       1 damage (HP 1 → 0) — the Guard is defeated,
                       which ends the volley.
End of the Fire   1 casualty held (shot 2) — take it now:
                  0 to your hand, 1 to your discard.

Had shot 1 drawn the Rout ✖ instead, it would have dealt nothing,
shot 2 would have been lost, and the Ammo gone with it.
```

7.4 Scout

Reveal a position and identify what holds it.

Target — any location in play on the field, revealed or hidden; Scout is not limited to sight.

Check — 🔭 Intuition. Difficulty: the target's printed **March** number, plus **1 for each location the scout passes through** to reach it if it is **not In Sight** (In Sight, nothing is added; two connections away, out of sight, +1), plus Confusion (see 2.7).

Both numbers are ones you can read before you commit: the locations in between you can count, and March is printed on the card's back as well as its face. ***Cover is not*** *— a*

location keeps its Cover secret until it is revealed, and finding it out is the thing this check buys.

Resolve — whether the check passes or fails, the location is revealed and **every enemy there is identified**: remove their Unidentified tokens; they can now be Fired on (see 7.3).

- **Failure** — the company also takes **Confusion tokens equal to the margin** (see 2.7).

7.5 Dress the Line

When — the company's position is revealed, no Unidentified enemy shares it, and the company carries at least one **Exposure** or **Confusion** Token.

Check — 📖 **Drill vs 0**. Confusion does not raise this check (or it could never be passed at all). Commit soldiers and matching cards as usual (see 7.1).

Resolve — on a success, clear **1 token of your choice**: Exposure or Confusion. **On a success by 2 or more, clear 2** — either kind, in any combination, your choice; if the company carries only one, that one clears and there is nothing further to take. If only one kind waits, it clears without a choice. On a failure, nothing is cleared.

7.6 Location Action

Use what the ground offers. Each location prints one or more actions on its card, usable **once per turn each**.

Target and check — as the card prints. **An action that makes a check prints it in its name** — *Screen the Column (Drill+Intuition 5)* — and an action with no check in its name makes none: it is paid by spending Soldiers, or simply taken, and it cannot fail. That is how you tell at a glance which of a location's actions can cost you anything.

Resolve — a location action is an action, so **you take it whether the check passes or fails** (see 7.1). The Command is earned, the damage lands, the ground is held. What a failure costs is **Morale equal to the margin** — that is the standing price for this action, and it applies unless the card names a different one. **The cards do not repeat it** — a location action prints what it does, and mentions a failure only where it departs from this rule.

The Rout ✖ is the exception (see 7.1): the action does not happen at all, and nothing is measured — no Command, no damage, no Morale. **An action that did not happen has not been used:** you may take that location action again this turn, paying for it again.

7.7 Organized Retreat

Break away from Engaged enemies. Contact is broken whether the check passes or fails.

Target — the enemies you are Engaged with.

Check — 📖 Drill. Difficulty: **the number of enemies Engaged with you** — not their Attack.

Resolve — either way, contact is broken and you may March this turn (see 7.2). **Exhaust every enemy you broke away from** — flip their enemy token to its **exhausted side** and take the Engaged token off your location card (see 2.7). An exhausted enemy holds your position but is no longer Engaged with you, **it does not fire** in this Enemy Phase — your fighting withdrawal has broken its grip (see 8.1) — and **it does not pursue** you if you March away (see 8.3).

- **Failure** — the company also takes **Exposure tokens equal to the margin** (see 2.7) — up to the limit of 5 Confusion and Exposure combined; each token beyond it costs 1 Morale instead.

7.8 Play Cards

Play **Orders** and **Assets** from your hand as their text directs, paying the cost shown in the cost corner — Soldiers spent, cards discarded from your hand, or both (see 2.1). When a card prints both, pay them in either order; a Soldier spent on the Soldier cost cannot also count toward the discard. A Casualty card can never pay a cost. An Order takes its effect once and goes to the discard; an Asset enters play in front of you and stays for its printed **Turns** or **Uses** (see 13).

7.9 Free Actions

These cost no check and, where noted, are once per turn:

- **Settle a Straggler** — pay a Frightened card's printed cost: **discard 1 card** (never a Casualty); the Frightened goes to the Casualty Deck's discard (see 2.5, 13).
- **Bear Off** — pay a Wounded card's printed cost: **spend 1 Soldier**; the Wounded and the Soldier both go to **your own discard** (no card is drawn). The Wounded stays in your deck and will cycle back (see 8, 13).
- **Draw on Reserves** — spend **1 Ammo** (or a use of Sutler's Wagon) to draw **1 card**. Any time in your turn, even while a check is open (until its token is drawn), and **as often as you like** — down to Ammo 0, where 10.6 sets the price (see 13).
- Anything a card in play offers as a free use.

8. THE ENEMY PHASE — Third Phase

Every enemy that can fire does, then enemies close in. Resolve these steps in order.

8.1 Enemy Fire

Assemble the incoming **Attack**:

- **every enemy In Sight: its printed Attack.** On your position or at a connected one, revealed or not, infantry or guns — the number on the card is the number it fires. Distance and traits do not change it;
- **+1 for each enemy Engaged with you**, on top of its printed Attack. A silenced or broken enemy at contact adds nothing — neither its Attack nor its +1;
- except an **exhausted** enemy, which **does not fire** — neither its Attack nor its +1 (see 7.7, and Sigel's Guns);
- **−1 Cover per Exposure token** the company carries — and **Cover may go negative**, which adds to the volley;
- anything **a card in play adds** — an enemy's own guns, an officer's presence — as that card states, and anything a card **takes off** the volley this turn (*Post Pickets*, *Change Front to the Rear*, *The Line Steadies on Your Right*).

The Attack markers (see 2.7) show the +1s and −1s at a glance: a +1 on an enemy a card has strengthened, a −1 on your Company Card for each card lowering the volley. The Engaged token is the reminder of each Engaged enemy's +1. Count them in, then clear the Company Card's.

If no enemy fires — nothing In Sight, or every enemy In Sight exhausted — **there is no volley and no draw**: skip to Pursuit (8.3). A card that adds to an attack adds nothing when no enemy fires. But if any enemy fires, **you always draw**, even when the Attack totals 0 or less: the token can still strip your Cover.

Total it. **Subtract your Cover** (your location's Cover plus any Works, see 13). Then **draw one token from the Cup and add it to your Cover** — this draw *is* the company's cover check, so a **+1** gives you one more Cover, a **Dread** or the **Rout** strips Cover away. What remains is the **casualties taken**, never below 0.

On the Balance Track (see 2.7): the cube starts on 0 and goes left by the incoming Attack, right by your Cover and Works, left 1 per Exposure token, and the token moves it last. Left of 0, the number under the cube is the casualties. An Ambush skips the Cover and Exposure step.

```
ENEMY FIRE   (worked example)

You hold Dry Fork Creek (Cover 2), carrying 3 Exposure tokens.

Engaged:   1 Poorly Armed State Guard (Attack 1) …… 1
In sight:  Mexican War Veterans, connected (Attack 2) … 2
At contact: 1 enemy Engaged, +1 each …… 1
                                        ENEMY ATTACK … 4

Your Cover:  Dry Fork Creek 2, less 3 Exposure  →  Cover −1
Draw a token, add it to Cover:
     token −1  →  Cover −1 + (−1) = −2
Casualties = 4 − (−2) = 6        the company takes 6  (see 8.2)
```

Some enemies also carry out **special actions as they fire** — driving **Your Danger** toward 0, or anything else their card prints. Resolve each as its card states.

8.2 Casualties

The company takes the casualties dealt (see 13, *Taking Casualties*): draw that many from the **Casualty Deck**, the **first half rounded down into your hand**, the rest to **your discard**. If the Casualty Deck runs out, shuffle its discard into a fresh deck; if both are empty, the company is depleted — the **scenario ends early** (see 1.2).

8.3 Pursuit

Pursuit is the step where enemies close on you, carried out here — after the volley — whenever a card in force calls for it. Two keywords call for it:

- **Pursue** — an enemy whose own card prints **Pursue** closes one location toward you each Enemy Phase, all the way to your position. A **Time, Mission or Battle card** may also instruct pursuit: **every enemy it names closes one location toward you** — standing (a Time or Mission card's text, in force each turn while that card is up) or one-time (a Battle card event, this turn only). At Carthage, **Time III** calls **every enemy** on, In Sight or not.
- **Envelop** — a **Time or Mission card** that prints **Envelop** sends **every enemy not In Sight** one location toward you each Enemy Phase while that card is up. An enemy that can see you holds its ground, so the far field closes until it can see the company, then holds. At Carthage, Time II prints Envelop; Time III replaces it with Pursue for every enemy. An enemy whose own card prints Pursue still closes all the way. **An enemy's own card is the last word:** where its text conflicts, follow the card. Artillery is no exception to any of this: a battery pursues under a general pursuit order like any other enemy (see 8.5).

An exhausted enemy does not pursue or envelop. It stays where it is, whatever card calls for it to close, until it readies at Advance Time (see 10.4) — after the pursuit. An enemy that Sigel's Guns or an Organized Retreat exhausted this turn does not follow you.

Which way a closing enemy goes (Pursue and Envelop alike). Count the March connections from each location to yours. The enemy steps to the connected location that leaves it the fewest steps from you:

- **One way is shorter** — it goes that way.
- **Two ways are equally short** — it goes to the one with **fewer enemies** on it, counting any enemy that has already closed this turn.
- **The enemies tie too** — it goes to an **unrevealed** location (face down) over a revealed one.
- **Both revealed** — it goes to the one with the **higher Cover**. **Both face down** — skip this step: a hidden side shows no Cover (see 2.3).
- **The Cover ties too, or both are face down** — it goes to the one with the **higher March** number, printed on both sides.
- **The March ties too** — it goes to the one **further south**, nearer the bottom of the map.
- **Both are equally far south** — it goes to the one **further west**, nearer the left edge of the map.

You never choose: the rule always picks one way.

Enemies on one card close together. The enemies closing from the same location move as **one group**: all of them, by the same route, to the same place. Only the enemies that are closing go — one that is exhausted, or that holds because it can see you under Envelop, stays on its card while the rest move on. **Groups close one at a time**, the group **closest** to you first. Among groups equally close, the one with the **higher Attack** goes first — a group counts its members' printed Attack together — then the **higher Defense**, then the **higher HP**, totalled the same way; a single enemy is a group of one. If every total ties, pick one at random. A group that arrives where other enemies stand is simply part of that card from then on.

Example: the company is in Carthage, and an enemy stands at Dry Fork Creek. The Mill and the Waterway each lie between them, one step from both, so both ways are equally short. Both are revealed — the Old Bridge, Cover 1, and the Stone Mill, Cover 2 — so the enemy goes by the Stone Mill. Had both still been face down, Cover would not count, and the higher March would decide.

Because Pursuit resolves **after** the fire, an enemy that closes onto your position this turn has already fired, at its printed Attack (see 8.1). Next turn it is Engaged with you, and you cannot March until you break away.

8.4 The Field Settles

- Any **ready** enemy now standing on your position locks you **Engaged** — it is **identified at once** (remove any Unidentified token), and next turn you cannot March until you break away (see 7.7, 13).
- Any enemy with a leave-condition on its card acts on it now.

An **exhausted** enemy stays exhausted — holding your position without engaging you — until it readies at Advance Time (see 10.4).

Then the turn passes to **Draw Up** (see 9).

8.5 Artillery

A battery is an enemy like any other, with **one** exception, and this is the whole of it:

- **Screened.** You cannot Fire on Artillery, or target it with any card or action, **while any enemy that is not Artillery stands with it**. Defeat those enemies, or catch the battery alone, and you may Fire on it at any range you can see — guns together on a location screen nothing, so a pair of batteries is open to you.

Everything else a battery does, it does by the ordinary rules. It enters Unidentified (see 6.2), it fires its printed Attack (see 8.1), it **pursues** (see 8.3), and when it is defeated it leaves the game like every other enemy (see 7.3).

9. DRAW UP — Fourth Phase

Clear a token and refill your hand.

First, put any **trauma card** in play into your discard pile (see 16.2).

9.1 Regroup

The company clears **one token of your choice** — an **Exposure** or a **Confusion**. If the company carries no Confusion or Exposure, skip this step.

9.2 Draw

Draw **5 cards**. If your deck runs out mid-draw, draw what you can, then **shuffle your discard into a fresh deck** and finish drawing — the casualties in your discard cycle back with it (see 13).

9.3 Check for a Depleted Company

Count the **Casualty cards** now in your hand. If you hold **10 or more**, the company is **depleted** and the scenario ends early (see 1.2); Casualty cards cannot be discarded this way (see 9.4). Make this check after the draw and before you discard down.

9.4 Discard to the Hand Limit

Your hand limit is **10**, unless a card in play raises or lowers it. If your hand now holds more cards than the limit, discard the excess, down to the limit — your choice which. **Casualty cards cannot be discarded to the hand limit** — Wounded and Frightened stay in your hand until cleared (see 8, 13).

Then the turn passes to **Advance Time** (see 10).

10. ADVANCE TIME — Fifth Phase

The turn's last phase: advance the clock, ready exhausted cards, and settle the turn's end.

Time is tracked by a marker on the **slots of the face-up Time card** (see 2.4), advancing left to right. Each scenario has its own Time cards — how many there are, and what span of time each covers — so time runs as long, or as short, as the scenario needs.

10.1 Advance the Marker

Move the marker **one slot forward** on the current Time card.

The marker starts the battle on the **first slot** (see 4) and advances one slot at the end of every turn, the first included — so during play, the slot it rests on shows the turn you are playing.

10.2 Turn the Time Card

If advancing the marker would carry it **past the current card's last slot**, don't — instead **flip the card to its back**, read and carry out its text (the **bridge** into what comes next and its **setup** — a new **spawn point**, any **Reinforcement card** brought into play, any **location that opens**), then **remove it to reveal the next Time card**, front up, and place the marker on its **first slot**. Do all this now, **before the next turn's Battle Card** (see 6).

10.3 Time Runs Out

When advancing the marker would carry it **past the last slot of the final Time card**, time has run out: **the scenario ends early** — read the final Time card's back for the resolution (see 1.2, 15).

10.4 Ready

Ready every exhausted card — take off its Exhausted token, and flip every enemy token back to its ready side: your **Assets** (see 13) and the **enemies** alike. Because this happens after the enemy has fired (see 8), a card you held exhausted through the Enemy Phase still resolves before it readies here for next turn. An enemy that readies while it stands on your position locks you **Engaged** again (see 7.7, 13).

10.5 Advance Your Assets

Every **Asset** that prints **Turns** carries a **cube** on the track printed on its card (see 13); the cube goes on the **first box** when the Asset enters play. Move each cube **one step** along its track. When a cube is already on the **last box** and has no place to go, its Asset **leaves play** instead. It served through the whole of its last turn, the enemy's volley and Draw Up included: an Asset with Turns 4 played on turn 3 serves turns 3, 4, 5 and 6.

10.6 Critically Low Ammunition

If **Ammo is at 0**, the company's **Morale drops by 1** (see 2.7).

10.7 End-of-Turn Effects

Resolve any effect your Missions or cards trigger **at the end of the turn**. In the Battle of Carthage, Mission I grants +1 Command for a turn you end still holding the Prairie (see 11).

Then a new turn begins at **the Battle Card** (see 6).

11. THE MISSIONS

The Missions are the scenario's objectives. They are played as a stack, like the Time cards (see 10): the current Mission sits face-up on top; complete it and you flip it to its back to read the bridge and the setup for what follows, then remove it to reveal the next. Read a Mission only when it comes up — do not look ahead.

11.1 Command

Command tokens are how you advance the Missions. You earn them from actions and events that print **Command** (see 7.6), and by other means each Mission card prints. When a Mission calls for it, **spend Command in a batch to advance**; any **unspent Command is discarded the moment the Mission ends**, and Command never carries from one Mission to the next.

Each Mission card also prints a **VP** value — the Victory Points that completing it is worth toward your score (see 12).

11.2 Mission I — Hold the Prairie *(your worked example)*

Mission I is face-up on the table from the start, so use it to learn how a Mission plays out. **Earn Command while you hold: +1** at the end of any turn the company still stands on the Prairie, and **+1** each time you take the Prairie's Command action, **Press the Skirmishers** — win or lose, because a location action is an action (see 7.6); what a failure costs is Morale by the margin.

With **4 Command**, you may — **as an action in your Player Phase** — turn them in to **Fall Back**: flip the Mission card, carry out its back, and discard any unspent Command. Then reveal the next Mission.

11.3 Missions II and III

You will not read Missions II and III until you reach them. When you complete the Mission before, flip its card for the bridge and setup, then turn up the next Mission and read its front — its **objective** and how to earn any **Command** it calls for — and play it as you played Mission I. Complete the **final Mission** and the **scenario ends successfully**; its outcome is read from that card's back. Should the scenario end early instead, its outcome is read from the current **Time card's** back (see 15).

12. SCORING

Ending a scenario successfully is pass/fail — complete the final Mission or don't. How well you fight is measured in Victory Points, and VP is the currency of the whole campaign. The campaign runs across every scenario in it: an early end does not end it (see 12.5) — it only caps what you achieved. Your running VP total carries from scenario to scenario.

12.1 The Four Sources of VP

VP comes from four sources: **Missions completed**, **marked enemies defeated** and **Lingering cards beaten** (all banked as earned), plus the **Wounded scale** (only at a successful end).

12.2 Mission VP

Each Mission card prints a **VP** value. You bank it **the moment you complete that Mission** (see 11) — so it is yours whether or not you go on to complete the scenario.

Carthage Mission VP — **Mission I: 1 · Mission II: 1 · Mission III: 1.**

12.3 Enemy and Lingering VP

A few enemies carry a **VP** value on the card (most are blank). Defeat one and you bank that VP **the instant it falls** (see 7.3) — **place the defeated card to the side, building a stack of banked points** — separate from any Command for the kill.

Carthage marked enemies — **Gov. Claiborne Jackson: 1 · Shelby's Horsemen: 1 · Bledsoe's Battery: 1 · Guibor's Battery: 1.** The Governor and Bledsoe are on The High Ground from the first turn and Shelby rides in at the Time I flip (see 4, 10); Guibor's guns may come out of the Battle Deck. A battery is screened by any other enemy standing with it (see 8.5), so its VP is earned by breaking the line in front of it first.

Every Lingering card with an action of its own is worth 1 VP when you beat it — pass its action and it goes to the same banked stack (see 7.3, 13). At Carthage that is *The Woods Fill With Men* and *Cut Off From the Wagons*, and any trauma card the captain beats (see 16.2). A Lingering card that simply runs out, or is still in play when the scenario ends, scores nothing.

12.4 The Wounded Scale *(scored only on a successful end)*

When the scenario ends successfully, count the **Wounded** cards in your deck, discard, and hand together (see 8) — every Wounded you took across the scenario, since a Wounded never leaves your deck until the scenario ends (see 16): **0–4 → 2 VP · 5–9 → 1 VP · 10+ → 0 VP.**

This scale is printed for Carthage; each scenario sets its own. On an early end it is not counted.

12.5 Winning, Losing, and Carrying On

A scenario ends one of two ways:

- **It ends successfully** — you complete the final Mission (see 11). You have banked all three Missions and every marked kill; add the Wounded scale and the scenario is scored in full.
- **It ends early** — any one of the conditions in 1.2 strikes. You keep everything already banked — the Missions completed, the marked enemies defeated and the Lingering cards beaten — but the Wounded scale is not scored, and you go no further in this scenario. An early end is not a loss.

Either way, the campaign continues. Your final VP falls in one of the scenario's **VP bands** — the same bands that choose the Aftermath entry — and the band sets the army's support in the transition (see 16.1). Your Danger at the end deals the captain's trauma for the next battle (see 16.2). Make the transition (see 16) and take the field at the next scenario, carrying your VP total forward.

13. KEYWORDS & CARD EFFECTS

A word in a card's title is never a keyword — only a card's game text carries rules. Where a card states its own rule, the card is complete in itself and overrides the general case here. Each entry points back to the section that teaches it.

Added tokens (◆) — any token added to the Cup during play bears a ◆ and is spent when drawn: resolve it, then return it to the supply. The sixteen starting tokens never leave. Twelve are supplied: 3 Valor · 3 Dread · 3 Friction · 3 Rout — **if all 3 of a kind are already in the Cup, none is added.** *See 2.6, 7.1.*

Aftermath card — the scenario's ending, one card, double-sided: success entries banded by final VP on one face, early-end entries on the other (*The Day Ended Early*). The final Mission's and Time card's backs direct you to it (see 15).

Aimed — an enemy trait: an Aimed enemy's fire drops Your Danger by 1 under the condition its card names — while you are in the Open, or while the company carries Confusion. The exact condition is printed on the card. *See 8.1.*

Ambush — when you March into a location that was **unrevealed**, every enemy there — already present or just deployed by the entry's reveal or Surge — makes one free combined attack: total Attack against Cover 0 (terrain and Works do not count). Draw a token, add it to that Cover; casualties equal Attack minus the token, minimum 0. **A location revealed beforehand never ambushes** — by a Scout or an earlier entry — however little you learned, and whatever has arrived on it since. An exhausted enemy there takes part. Once, on entry. *See 7.2.*

Ammunition — a track on the Company Track card, 0–9. Spend Ammo pays from it, a Fire may spend **as much as you dare** — one Ammo per extra shot (see *Volley*) — and **Draw on Reserves** turns one Ammo into one card. **At 0** you may still Fire, but you cannot buy shots — unless a card pays in their place — and at the end of any turn it sits at 0 you lose 1 Morale. It is the only track whose 0 does not end the battle by itself. *See 4 (step 8), 7.3, 8.*

Artillery — an enemy trait, carrying one rule: a battery cannot be Fired on, or targeted by any card or action, **while any enemy that is not Artillery stands with it**. Alone on its location — or there with nothing but other guns — it is open to you at any range you can see. In every other way it is an enemy like the rest: it enters Unidentified, fires its printed Attack, pursues, and leaves the game when defeated. *See 8.5.*

Asset — a card type: equipment, work details and helping hands — wagons, entrenchments, a surgeon's tent. Paid for like an Order (Soldier cards, a discard, or both), an Asset stays on the table and works for you for its printed **Turns** or **Uses**. Every Asset prints a Class (see Asset Class). *See 2.1.*

Asset Class — every Asset prints a Class: Works, Camp, Ordnance, or Officer. It says what kind of help the card is, and a card may name a Class. **There is no limit** on how many Assets of a Class you may have in play. *See 2.1, 7.8.*

Attach — a Battle card that attaches to the location or enemy its text names, its effect riding there for as long as its text says — until a printed discard condition is met, or for the rest of the scenario. *See 6.5.*

Attack marker — a reminder token, the enemy's red Attack diamond with **+1** on one side and **−1** on the other. A +1 sits on an enemy a card has given +1 Attack, such as a Drilled enemy *Dress Their Line* strengthened (the Engaged token, not a marker, shows the +1 of contact); a −1 sits on your Company Card for each card lowering this turn's volley. A +1 and a −1 cancel. Markers change nothing — the cards and the board are the rule. Four are supplied. *See 2.7, 8.1.*

Balance Track — a card with one number line and its own cube, for doing a check or a volley without subtracting a negative. Cube on 0; left for everything against you (difficulty, incoming Attack, Exposure), right for everything for you (symbols, Exert, card bonuses, Cover, Works); the Cup token moves it last. On 0 or right: you hold. Left of 0: the number is the margin, or the casualties. Optional; the answer is the same as the sum. *See 2.7, 7.1, 8.1.*

Bear Off — paying a Wounded card's printed cost: spend 1 Soldier; the Wounded and the Soldier both go to your own discard, no card drawn. The Wounded stays in your deck and cycles back — it leaves only between scenarios (16.1). *See 7.9, 16 (the cost is printed on the card).*

Block token — a token laid across the joint between two connected locations, barring the way there: **blue with a dashed bar**, the company may not cross; **gray with a dotted bar**, the enemy may not; **black with a solid bar** (the back of every block token), neither side crosses. Line of sight is unaffected. A scenario's setup or a card says where one goes. It replaces the old printed closed edge, which tied a location card to one map. *See 2.7, 7.2.*

Branch (IIa, IIb) — two cards that share a numeral are two ways the battle can go; you play one. The card before them says which, and the other goes back in the box.

Casualty — a card type — Wounded or Frightened — taken as losses in play. It represents a soldier but is not one: it can never lead a check or pay a cost, and each Casualty card in your hand adds +1 difficulty to your 🏴 Courage checks (7.1). Never drafted; enters only from the Casualty Deck. *See 2.1, 2.5, 7.1, 8.2.*

Check symbols — the five marks counted on your committed cards during a check: ⚔ Combat · 📖 Drill · 🏴 Courage · 🔭 Intuition · ★ Wild (counts as any). *See 7.1.*

Command — the mission currency, a token marked with a blue guidon flag; earned by actions that print Command and other means each Mission prints, spent in a batch to advance a Mission when it calls for it. Unspent Command is discarded when a Mission ends and never carries over. *See 11.1.*

Commit — to add a Soldier or a Tactic from your hand to a check before the draw. A **Soldier must lead** every action; Tactics only add to his effort. Every matching check

symbol on the committed cards counts, and ★ Wild counts as any. Committed cards go to your discard, win or lose. *See 7.1.*

Confusion — tokens carried by the company. Each Confusion token raises the difficulty of your **Fire and Scout checks** by +1 — the checks of aiming and seeing; other checks ignore it unless their card says otherwise. Taken on a failed Scout; cleared by Dress the Line, by the Regroup step of Draw Up, and by cards. **The company carries at most 5 Confusion and Exposure tokens combined**; each token it would take beyond that costs **1 Morale** instead. *See 7.1, 7.4, 7.5, 9.1.*

Connected — two locations whose edges touch in the layout, at a full edge or a half-card offset (the printed edge ticks mark the midpoints). Corner-point contact never connects. The scenario's layout diagram is authoritative; card text overrides. *See 2.3, 4.*

Cover — a location's protection, working for whoever holds it. Yours (your location's Cover plus your Works) is subtracted from incoming fire, and the token drawn during enemy fire and Ambush adjusts it. The enemy's (the Cover of the location it holds) adds to your Fire difficulty. *See 7.3, 8.1, 13 (Works).*

Damage token — a ball strike on walnut. One goes on an enemy's card for each damage it takes, stacked; when the stack equals the card's printed HP, the enemy is defeated and the tokens return to the supply. Eight are supplied. Nothing comes off unless a card heals it. *See 2.7, 7.3.*

Discipline — a scenario-defined Cup token marked with a block of nine dots; at Carthage, Sigel's Discipline, counting +2. *See 2.6, 7.1.*

Draw on Reserves — a free action: spend **1 Ammo** and draw **1 card**. Take it any time in your turn — between actions, or while a check is open until its token is drawn, so a Soldier you draw can still be committed — and as often as you like. It may take Ammo to 0; that is a risk, not a loss (see Ammunition, 10.6). A card may pay for it in place of the Ammo — **Sutler's Wagon** does, and pays even at Ammo 0. It is Exert's partner: Exert spends your Danger for one more on a check, Draw on Reserves spends the company's cartridges for one more card. *See 7.9.*

Dread — a Cup token counting −2; two sit in the starting Cup, and effects can add ◆ copies. *See 2.6.*

Dress the Line — the action that puts the line back in order: 📖 **Drill vs 0**, taken when your position is revealed, no Unidentified enemy shares it, and the company carries Exposure or Confusion. Confusion does not raise it. A success clears **1** token of your choice; a success by 2 or more clears **2**. *See 7.5.*

Engaged — a ready (unexhausted) enemy on your position. It fires its printed Attack and adds a further **+1** to the incoming Attack, one for each enemy at contact; firing on one is **+1 to your own** check in return. You cannot March while Engaged until you break away — with an Organized Retreat, or with Sigel's Guns — which exhausts the enemies you break from (see Exhausted). An Engaged enemy is identified at once. The **Engaged token** on your position marks it. *See 2.7, 7.2, 7.3, 7.7, 8.1, 8.4.*

Enter (first time) — a location's Enter effects fire the first time the company enters that location in the scenario, after any reveal, ambush, and engagement; they never repeat on later entries. *See 7.2.*

Envelop — a standing instruction on a Time or Mission card: each Enemy Phase while that card is up, **every enemy not In Sight** of your company closes one location toward you, by the same route and in the same order as Pursue. An enemy that can see you holds its ground, unless its own card prints Pursue. An exhausted enemy does not move. At Carthage, Time II prints it; Time III calls every enemy to Pursue instead. *See 8.3.*

Exert — pay Your Danger for effort: each Exert moves your Danger cube one slot toward 0, and **Exert can never move it below 1**. During a check, each Exert adds +1 to your total (7.1); on a card, Exert N is an optional cost paying for the printed effect. You never fall to your own exertion — only enemy action moves Danger to 0. *See 7.1.*

Exhausted — spent for now. An exhausted card is marked, never turned: it carries an **Exhausted token**, or — when every enemy on a location is exhausted — that location's enemy token is flipped to its exhausted side (see 2.7). Your Assets exhaust when their text says **Exhaust this card**, and ready at Advance Time (10.4). An enemy exhausts when you break away from it with an Organized Retreat, when Sigel's Guns fire on it, or when a card says so: it holds its location but is not Engaged, **it does not fire** in the Enemy Phase (8.1), **it does not pursue** (8.3), and it readies at Advance Time (10.4) — where it locks you Engaged again if you are still there. *See 7.7, 7.8, 8.4, 10.4.*

Exposure / Exposed — tokens carried by the company; each reduces your Cover by 1, **with no minimum — Cover may go negative**. A Cover effect, so Ambushes (which ignore Cover) are unaffected by it. Cleared by the Regroup step of Draw Up (your choice of token), by cards, and by Dress the Line. **The company carries at most 5 Confusion and Exposure tokens combined**; each token it would take beyond that costs **1 Morale** instead. *See 7.5, 8.1, 9.1.*

Fire — the action that attacks an identified enemy In Sight: ⚔ **Combat** vs the target's Defense, plus the Cover of the location it holds, plus Confusion. Distance adds nothing; if the target is Engaged, add +1 to your own total. The shot always lands — 1 damage, pass or fail — and a failure also costs the company casualties equal to the margin. Firing costs no Ammo; Ammo buys extra shots (see Volley). *See 7.3.*

Follow-up — a Battle card that, after resolving, reveals one more Battle card at once — which may follow up in turn. *See 6.4.*

Forced — any check or draw you did not choose. **No Soldier is needed to lead a Forced check** (7.1 step 2) — commit whatever cards you choose, Soldiers and Tactics alike, or nothing. Four things are Forced: a check a Battle, Time or Mission card puts on you; the Cover draw of an enemy volley (8.1); the ambush draw on entering a location (7.2); a draw a card calls for. The **Rout counts its value** on anything Forced instead of voiding an action, because there is no action of yours to void. Everything else in section 7 is an action of yours, and a Soldier leads it. *See 6.5, 7.1.*

Friction — a scenario-defined Cup token marked with three waves; at Carthage it counts −1 for each Unidentified enemy In Sight, to a worst of −3. The base token never leaves the Cup; effects may add ◆ copies or remove added ones. *See 2.6, 8.1.*

Frightened — a Casualty card (see Casualty): a man shaken, not hit. A Frightened is temporary — it leaves your hand by paying its printed cost (discard 1; see Settle a Straggler) or by Rally, going to the Casualty Deck's discard — and it never counts toward your VP score. *See 8.2, 12.4.*

High Ground — a printed location trait, for cards that name it. At Carthage the State Guard hold The High Ground; nothing stops the company from climbing it, but Mission I pays only for holding the Prairie, and the first entry adds 1 Friction ◆ to the Cup. *See 2.3, 4.*

HQ — a card the scenario provides in addition to your deck: never drafted, outside the 40, and never lost to a card that takes an Asset (*A Shell Finds the Wagons*). At Carthage the HQ card is Sigel's Guns, which begins in play. *See 2.8, 3.3, 4.*

If defeated — an effect printed on an enemy card that resolves the moment that enemy is defeated. (See also When Identified (first time).) *See 7.3.*

In Sight — your own position and every location connected to it — revealed or not: an enemy at a connected but unrevealed location is still In Sight (its card is face-up). Sight is mutual and runs along the same lines you March along; Scout alone reaches farther (7.4). *See 6.2, 7.4.*

In the Open — a property of the location, printed on its card. Works add Cover but never change the terrain — an Open location stays Open behind Works, so artillery and marksmen effects keyed on the Open still apply. The Mill cards (Stone Mill, Cover 2; Timber Mill and Grist Mill, Cover 1) count as Open despite their Cover. *See 2.3.*

Lingering — an effect that stays in play instead of ending at once. A Lingering Battle card prints in **teal**, apart from the brown event cards, and its foot reads LINGERING. A Lingering card may print an **action of its own**, laid out as a location's action is: its name, its check as symbol discs, and its text. That action works like a **Location Action** (7.6) in the ways that matter — **a Soldier leads it** (7.1 step 2), so it is an action of yours and never **Forced**; it may be taken **once per turn**; and the Rout voids it as it voids any action a Soldier leads — which leaves it unused, so it may be taken again that turn. It differs in two: it travels with the card rather than with the ground, and **a failure costs nothing** — 7.6's standing price in Morale does not apply, and only a **pass** discards the card. What a miss costs is the action you spent and one more turn of whatever the card is doing to you. **A Lingering card that carries one of these actions is banked when you beat it, and is worth 1 VP**, with the defeated enemies — never back to the Battle Deck or the Battle discard — and is there when you look through that stack at the end (8, 12.3). A Lingering card **without** such an action, or one whose clock simply runs out

rather than being beaten, is **discarded** like any other Battle card and may come round again.

- On a Battle card — it stays in play and its While in play effect keeps applying until its card's end condition is met: a printed duration, or a stated action or check that clears it.
- On a Tactic — commit it to a check as normal; its symbols count for that check, then stay in your play area and add to every later check you make this turn (they leave at end of turn). Lingering symbols from more than one Tactic stack.

See 6.5.

March — the action that moves the company to a connected location: 🏴 **Courage** vs the March number printed on the destination's card — nothing else raises it. You arrive pass or fail; a failure costs Exposure tokens equal to the margin and ends your movement. After a passed March onto Open ground you may March again. You cannot March while Engaged. *See 7.2.*

Morale — a track on the Company Track card, 0–9 — the men's will to stand. **At 0 the company breaks and the scenario ends early** (see 1.2). Spent by cards, by a failed check's margin, and by Ammo sitting at 0. *See 4 (step 8), 9.1.*

Most favorable modifier — when more than one effect would change the value of the same drawn token, apply the single most favorable to you; they do not add together. *See 7.1.*

Muster — forming the company's Soldiers. At setup they are drawn blind from the **Muster Deck**, no choosing; between scenarios, the men change by chance — the Wounded lost, Veterans sent by the army, men gone home, blind replacements from the next scenario's Replacement deck — never by choice. *See 3.1, 16.1.*

Objective — a card or token the scenario names as something to hold, take or save. Its own card says where it starts, how it is taken, how it is lost, and what it scores; nothing else does.

Order — a card type: the captain's voice, played for a powerful one-time effect and then discarded. Its cost, in its cost corner, is paid in Soldier cards, by discarding cards from your hand, or both. *See 2.1.*

Organized Retreat — the action that breaks away from Engaged enemies: 📖 **Drill** vs the number of enemies Engaged with you. Contact is broken pass or fail, and you may March this turn; every enemy you broke away from is exhausted. A failure also costs Exposure tokens equal to the margin. *See 7.7.*

Pursue — an instruction to close one location toward you, carried out whenever a card in force calls for it. An enemy whose card prints Pursue closes each Enemy Phase; a Time, Mission or Battle card may instruct every enemy, or every enemy it names, to close — at Carthage, Time III calls every enemy. (A Time card's call on only the enemies out of sight is **Envelop**.) An exhausted enemy does not pursue. A pursuing enemy steps to the

connected location fewest March connections from you; if two are equally short, it takes the one with fewer enemies on it; then an unrevealed location over a revealed one; then the higher Cover, when both are revealed; then the higher March; then the one further south, then the one further west. The enemies closing from one card move together, as one group by one route; groups close one at a time, the closest first, then the higher combined printed Attack, Defense and HP. An enemy's own card is the last word. Artillery pursues like anything else (8.5). *See 8.3.*

Rally N — clear up to N Casualty cards from your hand — **your choice which**, when you hold both kinds — then **draw N cards**. Each Wounded cleared goes to your own discard (it stays in your deck); each Frightened goes to the Casualty Deck's discard. You draw N whether or not you cleared any: on a clean hand, a Rally card is simply a draw. (Bear Off, by contrast, draws nothing.) *See 8.2, 12.4.*

Reckless N — move your Danger cube N slots toward 0. What enemy fire and hard luck do to **you**, the captain, where Exert is the same move made by choice; unlike Exert it **may take you to 0**, and at 0 you fall and the scenario ends early (see 1.2). Its opposite is Steady N. *See 7.1.*

Redraw — when a card lets you redraw a token, **put the token you drew back in the Cup first**, then draw again; the second draw stands. A ◆ token put back this way is not spent — it may come up again. *See 7.1.*

Regroup — the first step of Draw Up: the company clears one Exposure or Confusion of your choice; skip it if you carry neither. *See 9.1.*

Reinforcement cards — enemy cards the scenario's setup names by title, pulled from their sets and placed face-up beside the Time stack: the forces you know are coming. They never shuffle into the Battle Deck; a Time or Mission card brings each directly into play. *See 2.2, 4, 10.*

Rout — a scenario-defined Cup token marked with an X; at Carthage it counts −4. One sits in the starting Cup, and cards and events may add **Rout** ◆ tokens to it. **A Soldier leads your actions, and that is the test:** drawn on a check a Soldier leads, the Rout is an automatic failure and **the action does not happen at all** — nothing is measured, and what you paid stays paid. On anything **Forced** — a check a card puts on you, the Cover draw of a volley, an ambush draw, a draw a card calls for — it counts its value. *See 2.6, 7.1.*

Scout — the action that reveals a location and identifies what holds it: 🔭 **Intuition** vs the target's printed March number, plus 1 for each location passed through if it is not In Sight, plus Confusion. It reaches beyond sight. The location is revealed and every enemy there identified, pass or fail; a failure also costs Confusion tokens equal to the margin. *See 7.4.*

Screen the Column — Carthage's Mission III location action: 📖 **Drill** + 🔭 **Intuition** vs 5. Engaged enemies do not change it. Like every location action it is taken pass or fail — the Command is earned either way, and a failure costs Morale equal to the margin. *See 7.6, 11.3.*

Settle a Straggler — paying a Frightened card's printed cost: discard 1 card (never a Casualty); the Frightened goes to the Casualty Deck's discard. *See 7.9.*

Soldier — a card type: the men of your company. A Soldier must **lead** every action you take; commit Soldiers to add their symbols to a check, or spend them to pay for Orders and Assets. No men, no action. *See 2.1, 7.1.*

Spend [Ammo / Morale] N — an optional extra effect on a card or action, paid up front when you play the card or take the action — committed then, win or lose. Ammo buys offense and tempo: the common case is **extra shots on a Fire**, one Ammo a shot, declared before the first draw and all on one named target (see *Volley*, 7.3). Some Orders print their own Ammo outlets, which are separate purchases and may be bought alongside shots. Morale is a rare, desperate edge and can never be spent to 0. You never have to spend. *See 7.3, 7.8.*

Steady N — move your Danger cube N slots toward 9. Its opposite is Reckless N. *See 7.1.*

Success — a check **succeeds** when your total **meets or beats** the difficulty; equal to it is a success. The amount by which it beats the difficulty is the **margin**, which some cards pay out on (*Pass by 2 or more…*). A check that does not reach the difficulty **fails**, and the ✖ Rout fails it whatever the total (see 7.1). Cards print the two results as **Pass:** and **Fail:**, and a check a card puts on you as a **Forced** check. *See 7.1.*

Surge N — a location keyword: **when the location is revealed**, draw **N cards flat** from the Battle Deck. **Every enemy among them** enters there. They come up **hidden**, like every arrival (see 6.2) — unless that location is the company's own, where they are identified at once. If you revealed the ground with a **Scout** they come on **identified** and **do not ambush**; if the location revealed as you marched into it blind, they come on hidden and they ambush (see 7.2). A **Lingering** card among them comes into play — attached to what it names, or else to that location; any other non-enemy card is discarded unresolved.

Tactic — a card type: the drill and battlefield craft of a well-led company, committed to a check for its symbols. Its symbols count on any check that calls for them; where its text names an action, that is where its printed bonus applies, not a limit on committing it. *See 2.1, 7.1.*

Taking Casualties — when the company takes N casualties, draw N from the Casualty Deck: the first half rounded down into your hand, the rest to your discard. If the deck runs out, shuffle its discard into a fresh deck; if both are empty, the company is depleted — the scenario ends early. *See 2.5, 8.2.*

Transition — what happens to the company between two scenarios: **Immediate**, **Short**, **Long** or **Transfer**, printed by the next scenario. *See 16.1.*

Trauma — a card from the captain's trauma deck, dealt by the captain's Danger at the end of the last scenario and shuffled into your deck outside the 40. Drawn, it goes straight into play with its own action, and it counts as a card drawn. It is not a Lingering

card: beaten, it is banked for 1 VP; not beaten, it goes to your discard pile at the start of the next Draw Up and comes back when your deck is reshuffled; in play when the scenario ends, it scores nothing. All trauma resets at every transition. *See 16.2.*

Turns N — an Asset with this leaves play at Advance Time (10.5) of the Nth turn it has spent in play — the turn's last phase, so it serves through that turn's volley and Draw Up. Count them with a **cube** walking the track printed on the card, from the first box, one step each Advance Time; when it has no place to go, the Asset leaves play; Uses are counted with tokens instead, so the two never look alike. *See 2.7, 7.8, 10.5.*

Unidentified — an enemy not yet scouted, shown by an Unidentified token. **Every enemy enters this way**, Artillery included (6.2). It cannot be Fired on until you scout it (7.4), and while In Sight it counts against you for Friction. Scouting, becoming Engaged, or being on the company's own location identifies it. **An identified enemy that moves onto an unrevealed location is Unidentified again** — put its Unidentified token back; scout it or meet it to identify it again (its When Identified (first time) effect does not happen again). *See 6.2, 7.4, 8.3.*

Unique — an enemy of which only one is ever in play at once. An effect that would bring a second onto the field instead does what that effect states (often adding a Dread). *See 6.2.*

Uses N — an Asset carries N activations, shown by **N Use tokens** stacked on the well printed on its card: put them on when it enters play, take one off per use, and the Asset leaves play when the well is empty. Every Asset that prints Uses N also prints **Exhaust this card**, so it may be used once per turn, for N turns in all. When the last use is spent the card leaves play at once, and a spent Asset cannot be offered to Asset-loss effects. *See 2.7, 7.8.*

Valor — a +1 token (◆) added to the Cup by certain effects; spent when drawn. Like every added token, at most 3 can be in the Cup (see Added tokens). *See 2.6, 7.1.*

Volley — a Fire bought out to several shots with Ammo: one Ammo per extra shot, declared before the first draw, every shot on one named target with the same committed cards and the same difficulty, each shot's damage resolved before the next begins. The casualties of its failed shots are added up and taken together when the Fire ends. A Rout ends it; the target's defeat ends it. It is still one Fire: a card that pays on a Pass pays once, if any shot passes. *See 7.3.*

When Identified (first time) — an effect on an enemy card that resolves the first time the enemy is identified, by scouting or by becoming Engaged. An enemy lost in unrevealed ground and identified again does not resolve it again. **When scouted (first time)** resolves only if that first identification is a Scout. (See also If defeated.) *See 7.4.*

When [token] is drawn — a reaction on some cards to a named Cup token. Because every draw is the company's — including the Cover draw during enemy fire — the reaction fires on any draw of that token; a reaction that changes the token's value applies to that same draw. *See 7.1, 8.1.*

Works — fortifications at your position, adding their Cover while you stay there and abandoned when you March. Works raised by a location action have no card; mark them with a Works token. Works stack: each adds its Cover. **Abandon the Works** is a free action: remove every Works at your position and its Cover. It is the way out when a Works prints "the company cannot March while it stands" (Dig In!) — Abandon first, then March normally; Stack the Rails! instead abandons itself when you March, as its card says. Works never change the location's terrain (see In the Open). *See 7.6, 8.1.*

Wounded — a Casualty card (see Casualty): a man hit. A Wounded is permanent for the scenario — cleared from your hand only by paying its printed cost (1 Soldier; see Bear Off) or by Rally, and even then to your own discard, cycling back with your deck; it leaves only between scenarios (16.1). Every Wounded you took counts against you on the Wounded scale (12.4). *See 8.2, 12.4, 16.*

Years and Ground — the two tags along the foot of every Tactic, Order and Asset. A card may be drafted when the scenario's date falls in its Years and its Ground is *All* or one of the scenario's (*Open*, *Woods*, *Hills*, *River*, *Town*, *Works*). *See 2.1, 3.2.*

Your Danger — a track on the Company Track card, 0–9 — how close you ride to the fire; you are the captain. Exert drops it one step each time. **At 0 you fall and the scenario ends early** (see 1.2). *See 4 (step 8), 6.*

14. QUICK REFERENCE

SEQUENCE OF PLAY — five phases each turn; on the First Turn, skip phase 1

1 **The Battle Card** *6*

- Reveal one: an enemy arrives, or an event strikes.

2 **The Player Phase** *7*

- Act in any order, within the once-per-turn limits.

3 **The Enemy Phase** *8*

- Fire · Casualties · Pursuit · The Field Settles (below).

4 **Draw Up** *9*

- Regroup: clear 1 Confusion or Exposure · draw 5 · discard to the hand limit.

5 **Advance Time** *10*

- Advance one slot; if past the last slot, flip the Time card.
- Ready all exhausted cards, yours and the enemy's: take off Exhausted tokens, flip enemy tokens to their ready side · each Turns cube one step (expired Assets leave).
- Ammo 0: lose 1 Morale · end-of-turn effects.

MAKING A CHECK (7.1)

1 **Difficulty**

- The printed value. Fire and Scout: +1 per Confusion token. Courage: +1 per Casualty card in hand.

2 **Commit**

- A Soldier must lead. Count matching symbols; ★ counts as any; with two check symbols, either counts.

3 **Exert**

- As often as you like: +1 each, and your Danger one slot toward 0 (never below 1).

4 **Draw a token**

- Add its value. ◆ tokens are spent when drawn.

5 **Compare**

- Total ≥ difficulty: success. Otherwise you fail by the **margin** (difficulty − total, at least 1).
- **The Rout ✖** on your action: the action does not happen — nothing measured, everything paid stays paid. On a Forced check or draw (a volley's Cover draw, an ambush draw, a card's own draw): it counts −4.

6 Discard

- Committed cards go to your discard, win or lose.

◆ Spend Ammo *7.3*

- 1 Ammo = 1 extra shot, declared before the first draw, all on one named target.
- Same cards, same difficulty, a new token each shot; each shot's damage lands before the next.
- Failed shots' casualties are added up and taken together at the end of the Fire (first half, rounded down, to hand).
- A Rout ends the volley; a failed check does not. Target defeated: the remaining shots and Ammo are wasted.
- At Ammo 0 you may still Fire, but cannot buy shots.

◆ Draw on Reserves *7.9*

- 1 Ammo = 1 card, any time in your turn — even with a check open, before its token — as often as you like. Ammo 0 costs 1 Morale at the turn's end.

◆ Balance Track *2.7*

- Cube on 0. Left: difficulty, incoming Attack, Exposure. Right: symbols, Exert, bonuses, Cover, Works. Token last.
- On 0 or right: you hold. Left: the margin, or the casualties.

THE ENEMY PHASE (8)

1 Fire *8.1*

- Every enemy In Sight fires its printed Attack — Engaged or connected, revealed or not.
- +1 for each enemy Engaged with you. An exhausted enemy does not fire. No enemy firing: no volley, no draw.
- Add what cards add. Subtract your Cover (location + Works), −1 Cover per Exposure token — Cover may go negative.
- Draw a token and add it to your Cover. What remains is the casualties (minimum 0).

2 Casualties *8.2*

- Draw that many from the Casualty Deck: half (rounded down) to your hand, the rest to your discard.

3 Pursuit *8.3*

- Instructed enemies close one location toward you; an exhausted enemy does not move.
- Enemies on one card move together, by one route. Ties: fewer enemies · unrevealed · higher Cover if both face up · higher March · further south · further west.

4 The Field Settles *8.4*

- A ready enemy on your position locks you Engaged and is identified. The exhausted stay exhausted until Advance Time.

ARTILLERY (8.5) — you cannot Fire on or target a battery while any enemy that is not Artillery stands with it.

ENEMY TOKENS (2.7)

◆ Enemy tokens *2.7*

- A location holding enemies carries one numbered token. Its enemy cards lie in a row beside the map, from the matching marker card.
- Every enemy there exhausted: flip the token to its exhausted side.

◆ The Engaged token *2.7*

- On your own position while any enemy there is Engaged: +1 to the incoming Attack for each of them, +1 to your Fire on them.

◆ Exhausted tokens *2.7*

- On an exhausted Asset, and on an exhausted enemy while another on its location is ready. No card is turned sideways.

15. CARTHAGE — AFTERMATH

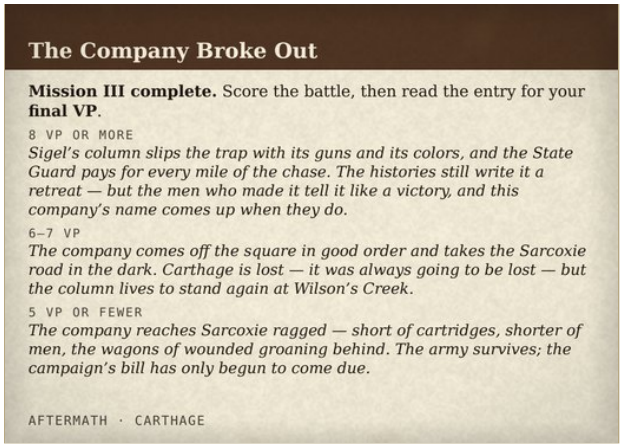
*The card that turns at the end points you here: the final Mission's back when the scenario ends successfully, the current Time card's back when it ends early (see 11, 12.5). Both direct you to the **Aftermath card** — one card, double-sided, that carries the scenario's ending.*

If the company Broke Out (Mission III complete): score the battle — Mission VP, enemy VP from the banked stack, and the Wounded scale — then read the Aftermath entry matching your **final VP**: **8 or more**, **6–7**, or **5 or fewer**.

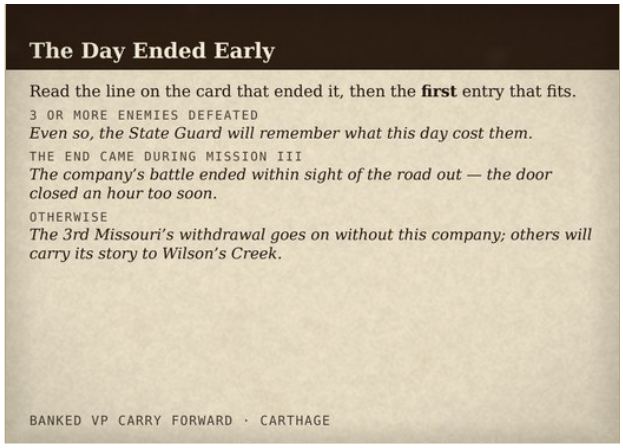
If the scenario ended early (Morale breaks, you fall, time runs out, or the company is depleted): read the line printed on the card that ended it, then the first early-end entry that fits on the Aftermath card's back, *The Day Ended Early*: **three or more enemies defeated** · **the end came during Mission III** · **otherwise**.

Either way, **banked VP carry forward**. Your final VP's band — **8 or more**, **6–7**, or **5 or fewer** — sets the army's support in the transition (see 16.1), and your Danger deals the captain's trauma for the next scenario (see 16.2).

Then make the transition (see 16).



AFTERMATH — FRONT



AFTERMATH — BACK

16. BETWEEN SCENARIOS — THE TRANSITION & TRAUMA

*You are the captain, and the campaign follows you from posting to posting. Between two scenarios, carry out the **transition** the next scenario prints, then deal the captain's **trauma**.*

16.1 The Transition

Each scenario prints its **transition** — how much time has passed since the last battle, and so how much the company may change:

Transition	Soldiers	Tactics, Orders, Assets
Immediate (the next day)	The same men. **Your Wounded stay in your deck**, outside the 40.	Carry the deck as it ended.
Short (weeks)	Losses, army support and replacements (below).	Swap up to 3 from the scenario's draft pool.
Long (months)	Losses, army support and **enlistments** — some men go home — then replacements (below).	Swap up to 8.
Transfer (a new posting)	**4 Soldiers, at random, follow you**; the rest of the company comes from the new unit's Replacement deck.	**Tactics and Orders come with you.** Assets stay with the old unit — draft new ones.

The Soldiers change by chance, never by choice. The time between battles decides how much the company changes; shuffles, blind draws and the Cup decide who. Every Cup draw here is from the **16 starting tokens** only: return any ◆ added tokens to the supply first, and put each token back after reading it. Friction counts for nothing between battles. On a Short or Long transition, in this order:

1. **The Wounded men do not come back.** Count the Wounded cards in your deck at the end of the battle and return them to the Casualty Deck; then remove that many of your Soldiers, at random.
2. **Army support.** The army sends its seasoned men where the fighting went worst, and leaves a company that is doing well to manage. Draw tokens from the Cup — **1** if your final VP is in the scenario's top band, **2** in its middle band, **3** in its lowest. For each **+1**, **0** or **Discipline** token, one of your Green Soldiers, at random, is replaced by a Veteran drawn at random from the box.
3. **Enlistments** (Long only). Draw **3** tokens from the Cup. For each **−1**, **Dread** or **Rout** token, one more Soldier, at random, goes home.

4. **Replacements.** Draw Soldiers blind from the next scenario's **Replacement deck** until the company is back to its size. A man who left in this transition is not among them.

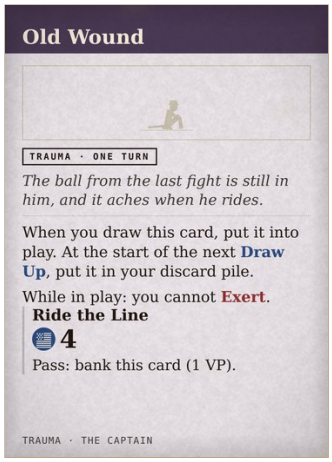
- **Your deck stays at 40.** Your Wounded cost you men at the transition (step 1) **and** VP on the Wounded scale (see 12.4).
- **Wounded cards go back to the Casualty Deck between battles** — the men they stood for are gone (step 1) — **except on an Immediate transition**, where the cards stay in your deck, outside the 40, for the next day's battle. Their Wounded scale waits too: the first battle of the pair scores none, and its Wounded count on the second battle's scale, with that battle's own.
- **Soldier classes and the Replacement deck.** Each Soldier prints its class — **Green** or **Veteran**, with **Drilled** to come. Each scenario's transition names the classes its **Replacement deck** is built from; shuffle the Soldiers of those classes that are not in your company.
- **Assets carry over** (except on a Transfer). An Asset destroyed in play is gone for the campaign. Every Asset's Turns and Uses start fresh at each scenario.
- **The draft pool changes with the scenario.** A card whose Years or Ground no longer fits the next scenario (see 3.2) is removed, and you draft a new card in its place.
- **The deck limits stay:** 40 cards — 15 to 20 Soldiers, 5 to 10 each of Tactics, Orders and Assets — and one copy of each card.

16.2 Trauma

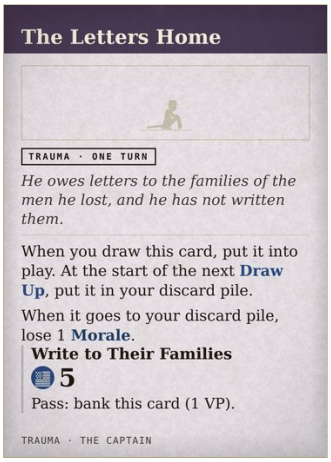
The **trauma deck** is ten cards, and they belong to the captain, not the company.

- **Dealing.** Your Danger at the end of the scenario deals the trauma — how hard the captain drove himself, not how the battle went: **Danger 5 or more — none · 2–4 — 1 · 1 or less — 2**, in every scenario. Deal them at random from the trauma deck and shuffle them into your deck for the next scenario. They do not count toward the 40.
- **Drawn.** When you draw a trauma card, it comes straight out of your hand and **into play**. It counts as one of the cards you drew: draw no card in its place. While it is in play it does what it prints. A trauma card is **not** a Lingering card: it hurts for one turn, then goes back into your deck.
- **Beating it.** Each trauma card carries an action of its own, taken the way a Lingering card's is: **a Soldier leads it, you may take it once per turn, and a failure costs nothing** (see Lingering, 13). Pass it and the card goes to your banked stack, **worth 1 VP** (see 12.3). It does not come back this scenario.
- **Not beaten.** At the start of the next **Draw Up** (see 9), before Regroup, put every trauma card in play into your **discard pile**. It shuffles back into your deck with the rest of your discard, and when you draw it again it comes back into play.
- **In play when the scenario ends,** a trauma card scores nothing.

- **Trauma resets at every transition.** Every trauma card — drawn, undrawn or banked — goes back to the trauma deck after the scenario is scored; then your Danger deals fresh ones. Trauma never lasts longer than one scenario.



TRAUMA — OLD WOUND



TRAUMA — THE LETTERS HOME