

1	U	1	Empty Haversacks	Can be played as an Interrupt card to cancel the activation of any Confederate force, OR during a Union player's turn to cause a Confederate force to immediately execute an attrition procedure. In addition, conduct Forage if force has no LOC.
2	C	2	Copperheads	Reduce Union SW by two points, or place two PC markers in Ohio (must be placed in spaces free of Union SPs).
3	B	1	"Forward to Richmond"	Union may activate any Union army within 4 spaces of Richmond, VA. The army must enter Richmond or move as close to Richmond as possible, but may convert spaces to maintain an LOC. All SPs associated with the army must be moved (no dropping off SPs), except 1 SP may be left if the Army began its movement from a fort (if last SP, move completed). If played by the Confederate, he draws a card from the Union hand which is discarded, and the Union player follows the instructions of this card as his next card play.
4	B	1	Costly Mistake	Pick an enemy army with two or more subordinate generals (includes Cavalry Generals) and randomly determine a target general. On a die roll of 1-3 the chosen general is killed and removed from play. On a die roll of 4-6 the general is wounded and removed from play, but re-enters during the reinforcement phase of the next game turn.
5	B	1	Dysentery	The person playing the card may remove one enemy SP from any space that contains more than one SP.
6	B	1	Ambush	Target any enemy cavalry general not located with an army and make a casualty die roll. On a die roll of 1-3 the cavalry general is killed, on a die roll of 4-6 there is no effect.
7	B	1	Mud March Heavy Rains Slows Advance	Interrupt enemy force currently moving to no more than one space of movement. (Converting a space counts as movement.) Applies to only one move during a Major or Minor campaign card, but not a special army-naval move.
8	B	1	3 Cigars	Play this card to make an automatic one or two space interception. Intervening space must be friendly controlled and free of enemy SPs. The intervening space may be the one just exited by the moving enemy force. No Generals or SPs may be picked up or dropped off during intercept.
9	U	3	Clara Barton	Union immediately adds three SPs due to improved sanitary conditions. Place in any space (friendly controlled or not) that already contains a Union SP and has a LOC, no more than one per space.
10	U	3	Dorothea Dix Military Hospital Reorganization	Union immediately receives three SPs. Place in the Union Capital or in any space (friendly or not) that contains a Union army with a LOC.
11	U	2	Nathaniel Lyon	Union places or flips three PC markers in Missouri. The spaces may not contain Confederate SPs or forts.
12	C	3	Cabinet Intrigue	Union SW reduced by three.
13	C	2	Missouri Guerrilla Raids	Confederate removes two Union PC markers from any two Missouri spaces that do not contain a Union SP or fort.
14	U	3	Red River Campaign	May not be discarded by the Union. Union must use this card as an OC. If at the conclusion of movement, a Union SP is not on or adjacent to Grand Ecore, LA, then the Union loses 5 SW points. If a Union SP is in one of the objective spaces then a Union PC marker can immediately be placed to convert the space or spaces. Remove from deck if Union plays card.
15	C	1	Mosby's Raiders	Confederate can remove two Union PC Markers in Virginia within 2 spaces of Winchester, VA. The spaces <i>may</i> contain Union generals, SPs or forts.
16	U	2	Grierson's Raid	Union may place two Union PC markers in any spaces within four spaces (includes river connections) of a single Union cavalry brigade. The four space range cannot be traced through Northeast Alabama and may not contain a Confederate SP or Fort, but may contain an Ironclad or Torpedoes.
17	C	3	CSA Purchasing Agents	Confederate immediately receives three SPs in any open Blockade Runner Port, no more than one SP per port, but more than one SP per Blockade Zone is permitted. If insufficient ports are available, the excess SPs are lost.
18	U	2	Confederate Inflation	Confederate SW reduced by two.
19	B	1	Belmont	Either player may move up to two infantry SPs from the same space as if led by a General. This move is a Corps move and may enter enemy controlled spaces because the SPs are moving as if they are led by a general.
20	C	3	Union Arms Production Delayed	Confederate removes two Union SPs (Confederate chooses). No more than one SP can be removed from a space and the SP cannot be the last SP in the space.
21	C	3	Confederate Overseas Agent	Confederate immediately receives three SPs in any open Blockade Runner Port, no more than one SP per port, but more than one SP per Blockade Zone is permitted. If insufficient ports are available, the excess SPs are lost.
22	C	3	Chief of Ordnance Josiah Gorgas	Confederate immediately receives three SPs in any friendly controlled space with a LOC, free of Union SPs and forts. No more than one SP per Confederate controlled state. No SPs may be placed in Pro-Union spaces.
23	C	2	Bermuda Blockade Surge	Confederate immediately receives two SPs in any open Blockade Runner Port, no more than one SP per port, but more than 1SP per Blockade zone is permitted. If insufficient ports are available, the excess SPs are lost.
24	C	3	Pre-War Treachery	Confederate may place up to two forts in any friendly controlled spaces with a LOC free of Union SPs and forts. Remove from deck if event is played.
25	U	1	Confederate Railroad Degradation	The Union player may randomly remove one strategy card from the Confederate hand, which is discarded.
26	B	3	Cotton is King	If played by Union, reduce Confederate SW by 2; if played by Confederate, Confederate immediately receives two SPs in any Blockade Runner port, no more than one SP per port, but more than 1SP per Blockade zone is permitted. If insufficient ports are available, the excess SPs are lost. Remove from deck if event is played.
27	C	3	Choctaw Indians Declare for the Confederacy	Confederate randomly removes one strategy card from the Union player's hand, which is discarded.
28	B	1	Franz Sigel	Union immediately receives one SP in St. Louis, MO space if no Confederate SPs or fort are present, whether it is controlled by either side or neutral; OR Confederate plays card at the beginning of a battle and receives a +2 DRM in the battle.
29	U	2	Crittenden Compromise	Union places (or flips in border states) two PC markers in any spaces free of Confederate SPs or forts which are not Resource spaces, Blockade Runner Ports, or Coastal forts. Void after Emancipation Proclamation. Remove from deck if event is played.
30	U	3	Glory Hallelujah	Union immediately receives three SPs for raising Negro troops. The SPs can be placed in any Union controlled space (even one without a LOC) that doesn't contain a Confederate SP or fort.

31	U	2	Contraband of War	Confederate removes two SPs (Union chooses), no more than one SP per space. Void after <i>Emancipation Proclamation</i> has taken effect. Remove from deck if event is played.
32	C	3	Dixie Land	Confederate defiance against the "War of Northern Aggression" hardens. Increase Confederate SW by three points.
33	C	1	Orphan Brigade	Confederate immediately receives one SP in any friendly or neutral space (no LOC is required) in Kentucky that is free of Union SPs.
34	B	1	Elite Units	Place an Elite unit marker in any space with an Army. CSA: Stonewall Bde or Hood's Tigers USA: Iron Bde or Wilder's Bde. Cannot be played if all elite unit markers are in play for that side.
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37	C	2	Confederate Scientist	Confederate immediately receives three SPs in any friendly controlled space with a LOC, free of Union SPs or forts. No more than one SP per confederate controlled state. No SPs may be placed in Pro-Union spaces.
38	C	2	George W. Rains Increased Gunpowder Production	Confederate immediately places two SPs in any friendly controlled space in Tennessee with a LOC (both SPs are placed in the same space). The SPs cannot be placed in a Pro Union space or one occupied by Union SPs or fort.
39	C	2	Draft Riots in New York	The Union must remove three SPs (Union chooses). If possible the SPs must come from Pennsylvania, Maryland, New Jersey, or Washington DC.
40	U	3	Emergency Call for Volunteers	Union receives five SPs, no more than two SPs in any space. Placement spaces must be friendly controlled, have a LOC and be free of Confederate SPs or forts.
41	C	2	Tennessee Confederate Gov. Isham Harris	Confederate immediately places two SPs in any friendly controlled space in Tennessee with a LOC (both SPs are placed in the same space). SPs may not be placed in Pro-Union spaces or one occupied by Union SPs or a fort.
42	B	2	Kentucky Anarchy	Remove up to three enemy PC markers in Kentucky. You must also remove one of your own PC markers from the state if you have any there. Removal of a PC marker makes a space neutral. Remove from deck if event is played.
43	U	1	Kansas Admitted to Union	Union immediately gains one SP in any friendly or neutral space in Missouri free of Confederate SPs. Remove from deck if event is played.
44	U	2	Western Virginia	Place three Union PC markers in any West Virginia space free of Confederate SPs. If the space contains a Confederate PC marker, it is flipped. Remove from deck if event is played.
45	U	3	Food Shortage	Confederate loses SW equal to current Union blockade value.
46	U	1	Pro Union Secessionist in Tennessee	Union receives two PC markers in any Pro-Union space in Tennessee free of Confederate SPs and forts.
47	C	3	CSA Recognizes KY, MO, MD, and DE	Confederate places a total of two SPs in any single space in KY, MO, MD or DE that contains a general or army in these states. The space can be controlled by either side or neutral and does not require a LOC. Remove from deck if event is played.
48	C	3	Brazil Recognizes the Confederacy	Confederate gains +3 SW. Remove from deck if event is played.
49	C	3	CSS Alabama Commerce Raider	Union SW reduced by two.
50	C	1	CSS Sumter Commerce Raider	Union SW reduced by one.
51	C	1	Confederate Torpedoes	Confederate receives three torpedo counters. Must be placed in a friendly controlled port, and no more than one per space. Torpedoes provide a -1 DRM against Running the Guns and a +1 DRM against amphibious assaults.
52	C	3	Trent Affair	Confederate gains 5 SW points. Remove from deck if event is played.
53	C	1	CSS Arkansas	Confederate may place one Ironclad in a controlled port or coastal fort space.
54	C	1	CSS Virginia	Confederate may place one Ironclad in a controlled port or coastal fort space.
55	C	1	CSS Tennessee	Confederate may place one Ironclad in a controlled port or coastal fort space.
56	C	1	CSS Hunley Confederate Submarine	Place the CSS Hunley marker in any friendly port. Provides a +1 DRM to Confederate during next amphibious assault. Remove Hunley once modifier has been used. No more than one Hunley can be in play at a given time.
57	U	2	Admiral Foote	Union may make a naval more with up to three SPs plus one general. If an amphibious assault occurs, you receive an additional +2 DRM. Add +2DRM to any Running the Guns die roll.
58	U	2	Admiral Porter	Union may make a naval more with up to three SPs plus one general. If an amphibious assault occurs, you receive an additional +2 DRM. Add +2DRM to any Running the Guns die roll.
59	U	2	Farragut	Union may make a naval more with up to three SPs plus one general. Move may pass one ungarrisoned fort without "running the guns" to conduct an amphibious assault (may not pass an ironclad). Ignore first torpedo encountered during naval move. If the port space is captured it immediately receives a Union PC marker. Add +2 to Running the Guns die roll.
60	U	2	USS Monitor	The Union player may remove one Confederate ironclad from the mapboard.
61	U	3	Ship Island/Key West	Union Blockade Level is increased by one. In addition, if Fort Philip/Jackson does not contain a CSA SP place a friendly PC marker in that space.
62	C	2	Financial Crisis Salmon Chase	Union SW is reduced by two.
63	U	2	Beaufort/Port Royal Captured	The Union Blockade Level is increased by one.
64	U	1	USS Kearsage	Union SW increased by one.
65	C	1	Union 90-Day Enlistments Expire	Union player removes three SPs (Union player's choice).
66	B	1	Wilson's Creek	Either player may move up to two infantry SPs from the same space as if they were led by a General. This move is a Corps move and may enter enemy controlled spaces because the SPs are moving as if they are led by a general.
67	U	2	J.B. Eads Riverine Ironclads	The Union Amphibious Assault modifier is increased by two.

68	U	2	Lincoln Declares Southern Blockade	The Union Blockade Level is increased by one. Remove from deck if event is played.
69	U	3	Gideon Welles The Naval Program	The Union player may either increase the Blockade Level by one or increase the Amphibious Assault modifier by two.
70	U	2	Gustavus Fox Ironclad Building Program	The Union Amphibious Assault modifier is increased by two.
71	U	3	General Scott The Anaconda Plan	The Union player may either increase the Blockade Level by one or increase the Amphibious Assault modifier by two.
72	U	2	John Ericsson's Monitor Fleet	The Union Amphibious Assault modifier is increased by two.
73	C	1	Ball's Bluff	The Union removes one SP (Confederate chooses) within two spaces (including a river connection) of a Confederate SP due to poor leadership. A Union SP can be removed from a Coastal fort.
74	U	2	Political Crisis	The Union player may remove or demote one Union general for no SW cost. The cost for promoting a general with a lower political value still applies. OR remove ANY Union non-commanding general (even second in commands) from the game.
75	C	2	Western Concentration Block	Confederate player can either remove or demote an army commander in any state except Virginia, North Carolina, South Carolina, or Florida for no political cost. OR Confederate Player may move 5 SPs using Strategic Movement (rail connections only) to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. If a general casualty occurs in a battle caused by this card, the Commanding General is eligible, this is an exception to the rules. See 4.5 Remove from deck if event is played.
76	U	2	Great Sioux Uprising	Remove one Union commanding general at no SW penalty. Penalties for promoting a general with a lower political value still apply. OR remove ANY Union non-commanding general (even second in commands) from the game. Remove from deck if event is played.
77	C	2	Stop the War	Union SW reduced by five points. Remove from deck if event is played.
78	B	3	Personal Advisor	Either player may remove or demote from army command one general for no SW penalty. Penalties for promoting a general with a lower political value still apply. OR remove ANY non-commanding general (even second in commands) from the game.
79	C	1	Indian Allies	Confederate immediately receives one SP in any friendly space in Arkansas (no LOC required) that is free of Union SPs.
80	C	1	Southern Religious Revival	Confederate player immediately receives three SPs in a single space, and loses three SW points. SPs must be placed in a friendly controlled space (including Pro-Union spaces) with a LOC free of Union SPs.
81	B	3	Emancipation Proclamation	Either player must play this card as an EC on the Strategy Round immediately following a Union large or medium battle victory. Confederate loses 10 SW and 3 SPs (his choice). Union loses 5 SW. Flip GT marker to its Emancipation Proclamation side. Card must be the last one played by a player at which time it can be played as an OC card. If the play of this card as an OC results in a battle victory, there is no Emancipation Proclamation Remove from deck if event is played. If this card is played as an OC or discarded re-shuffle deck at the end of the Strategy Phase.
82	B	3	Foreign Intervention	Either player can play this card as an EC when Confederate SW is 110+. If this is the last card in a players hand or the second to last and the player holds the Emancipation Proclamation, if the condition is met, it must be played as an EC, if not it can be played as an OC. EFFECTS: 1. Union Blockade reduced by one (cannot become greater than 4 for the remainder of the game). 2. Union -2 SP Reinforcements for the remainder of the game (Union choice). 3. Union SW reduced by 10. Remove from deck if event is played. If card is played as an OC or discarded re-shuffle deck at end of the Strategy Phase.
83	B	3	Major Campaign	Conduct up to three moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
84	B	3	Major Campaign	Conduct up to three moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
85	B	3	Minor Campaign	Conduct up to two moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
86	B	3	Minor Campaign	Conduct up to two moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
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89	C	1	Quaker Guns	Play as an interrupt to cancel the activation of any Union general with a strategy rating of 2 or 3.
90	C	3	Habeas Corpus	Reduce Union SW by 2. Remove from deck if event is played.
91	C	2	Jefferson Davis Issues Letters of Marque	Increase Confederate SW by 1. Remove from deck if event is played.
92	C	2	Baltimore Revolts	Confederate may place a friendly PC marker in Baltimore, MD, if the space is vacant.
93	U	2	Strategy Board	Union player may make a naval move with up to three SPs plus one general.
94	U	2	Strategy Board	Union player may make a naval move with up to three SPs plus one general.
95	U	2	Strategy Board	Union player may make a naval move with up to three SPs plus one general.
96	U	2	Strategy Board	Union player may make a naval move with up to three SPs plus one general.
97	C	1	Davis Tours the South	Increase Confederate SW by 3.
98	U	2	Cape Hatteras Operations	Increase Union Blockade Level by 1

99	B	3	Minor Campaign	Conduct up to two moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.
100	C	3	Shiloh: Strategic Concentration	Confederate Player may move 5 SPs using Strategic Movement (rail connections only) to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. If a general casualty occurs in a battle caused by this card, the Commanding General is eligible, this is an exception to the rules. See 4.5.
101	C	3	Chickamauga: Strategic Concentration	Confederate Player may move 5 SPs using Strategic Movement (rail connections only) to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. If a general casualty occurs in a battle caused by this card, the Commanding General is eligible, this is an exception to the rules. See 4.5.
102	C	3	First Manassas Operational Concentration	Confederate Player may move 2 SPs using Strategic Movement from the same space using rail connections only (5 space maximum) to the same space with a Confederate General who is then activated and must attempt to enter a space with at least one or more Union SPs or fort. OR play this card as an automatic 2 space interception. Intervening space must be friendly controlled and free of enemy SPs. The intervening space may be the one just exited by the moving enemy force. No Generals or SPs may be picked up or dropped off during the intercept.
103	B	3	Seven Days/Chattanooga Operational Concentration	Either player may move 2 SPs using Strategic Movement from the same space using rail connections only (10 space maximum) to the same space with a General who is then activated and must attempt to enter a space with at least one or more enemy SPs or fort. OR play this card as an automatic 2 space interception. Intervening space must be friendly controlled and free of enemy SPs. The intervening space may be the one just exited by the moving enemy force. No Generals or SPs may be picked up or dropped off during the intercept.
104	B	1	Big Bethel	Either player may move up to two infantry SPs from the same space as if they were led by a General. This move is a Corps move and may enter enemy controlled spaces because the SPs are moving as if they are led by a general.
105	B	1	Detached Cavalry	Played prior to a battle against an army possessing one or more cavalry brigades. The ONLY effects are the Army's Commanding General's battle rating (offense or defense) is immediately reduced by 2 and no Cavalry general's battle ratings may be used in the battle. The effects end at the conclusion of the battle. Cavalry generals are not available for casualty determination. OR: Place one PC marker in any space within four spaces (includes river connections) of a single cavalry brigade. The four space range may not be traced through Northeast Alabama. The space may not contain an enemy SP or fort, but may contain an Ironclad or Torpedoes.
106	C	3	New blockade runners built at British Clydeside Shipyards	Confederate immediately receives three SPs in any open Blockade Runner Port, no more than one SP per port, but more than one SP per Blockade zone is permitted. If insufficient ports are available, the excess SPs are lost.
107	C	1	Guerilla Raids Delay Supply	Play as interrupt to cancel the activation of any Union general with a strategy rating of 2 or 3.
108	U	2	Richmond Bread Riots	Confederate player loses 2 SW. Remove from deck if event is played.
109	C	2	Fortified Lines	The Confederate player may place up to two forts in any friendly controlled space with an LOC free of Union SPs and forts.
110	U	3	The Gettysburg Address	Union player gains 3 SW. Remove from deck if event is played.
111	U	2	Wilson's Raid	Union may place two Union PC markers in any spaces within four spaces (includes river connections) of a single Union cavalry brigade. The four space range CAN be traced through Northeast Alabama. These PC Markers (in contravention of rule 11.3D), CAN be placed in blockade runner ports/ and or resource spaces devoid of Confederate SPs or forts (but may contain an Ironclad or Torpedoes), resulting in their immediate destruction. Remove from deck if event is played.
112	C	2	Severe Storms at Sea	Interrupt card, cancel a Naval movement initiated by a 3OC. This card cannot cancel a Naval movement initiated by an Event card (including a naval movement initiated by a campaign card event). Remove from deck if event is played.
113	U	2	Washington Defenses	The Union player may place 3 forts in friendly controlled spaces, unoccupied by Confederate SPs, on or within two spaces of the Union Capital (any location) OR 2 forts in any friendly controlled spaces unoccupied by Confederate SPs. Remove from deck if event is played.
114	U	3	Frederick Douglas	Union immediately receives five SPs for raising freemen Negro troops. The SPs can be placed in any single Union controlled space with a LOC in NJ, DE, PA or the space that contains the Union capital that does not contain Confederate SPs or forts. Remove from deck if event is played.
115	C	2	Galveston	The Confederate player may move 1 SP from a blockade runner port (open or closed) to its associated ungarrisoned Union controlled coastal fort (no Union SP present) and immediately place a Confederate PC marker (does not require a LOC) in the Coastal fort space. Remove from deck if event is played.
116	C	2	Confederate River Flotilla	Roll the die, if the result is greater than the Union Amphibious Assault modifier, reduce the Union Amphibious Assault modifier by one, other wise no effect. Remove from deck if event is played.
117	C	3	Clandestine Blockade Runner Port	If the state of Florida and the St. Marks, Florida space is Confederate controlled, St. Marks is treated as a blockade runner port for the remainder of the game. Place (no LOC required) 2SPs and a fort (optional if available) in the St. Marks space. Remove from deck if event is played.
118	C	3	Mexican Supply Line	Confederate player receives 2 SP in any friendly controlled Texas space (both SPs placed in the same space). The space does not need a LOC. The space may not contain Union SPs or forts. If no eligible space exists the SPs are lost.
119	B	2	War in the West Valverde/Glorietta Pass	Randomly remove one strategy card from your opponent's hand, which is discarded. Remove from deck if event is played.
120	B	1	Horace Greeley Editorial	If played by the Union increase Union SW by 1. If played by the Confederate decrease Union SW by 1.
121	B	3	Minor Campaign	Conduct up to two moves or conduct one special army-size naval move. No SP, general, or army marker may be moved twice with the same campaign card. You must move a different force each move.

122	U	3	Crisis in the West	If two or more Confederate armies are in Virginia, the Confederate player places (Confederate choice) one army (placed, not moved) in a Confederate controlled Resource space (destroyed or not), Riverine port, or Blockade Runner port (open or closed) in Tennessee, Alabama, Mississippi, Arkansas, Louisiana, or Texas. Remove from deck if event is played.
123	B	1	Quantrill's Raiders	If played by the Confederate player place or flip 2 PC markers in a Missouri space (except St. Louis), which does not contain Union SPs or forts. If played by the Union player increase Union SW by 1 for increased resolve due to atrocities. Remove from deck if event is played.
124	U	2	Confederate Desertion	During a Union player's turn cause a Confederate force to immediately execute an attrition procedure plus conduct Forage if force has no LOC. Remove from deck if event is played.
125	U	1	Confederate Locomotive shortage	The Union player may randomly remove one strategy card from the Confederate hand, which is discarded. Remove from deck if event is played.
126	U	1	Valley Devastation	If Union infantry SPs occupy all three Shenandoah Valley spaces the Union player places a destroyed Resource marker in all Shenandoah Valley spaces. These destroyed Resource markers cannot be removed and prevent the Confederate player from using the Shenandoah valley as a supply source for the remainder of the game. Remove from deck if event is played.
127	U	2	Brooklyn Navy Yard Conversions	The Union blockade level is increased by one. Remove from deck if event is played.
128	C	3	Union Naval Supply Shortage	The Union blockade level is decreased by one. Remove from deck if event is played.
129	C	2	USS Cairo Hits Mine and Sinks	Reduce Union Amphibious Assault modifier by 1. Remove from deck if event is played.
130	U	3	Union Siege Guns	Union plays card at beginning of a battle (or Amphibious Assault) that has a Confederate fort present and cancels Confederate fort die roll modifier in the battle. Remove from deck if event is played. Draw a strategy card.