

A Formidable Invasion

1863 GETTYSBURG CAMPAIGN CARDS

These cards are intended for use with *A Formidable Invasion*, a campaign supplement written for *Altar of Freedom*. The rules allow players the opportunity to refight the Gettysburg Campaign in June-July 1863, using map movement to create tabletop battles.

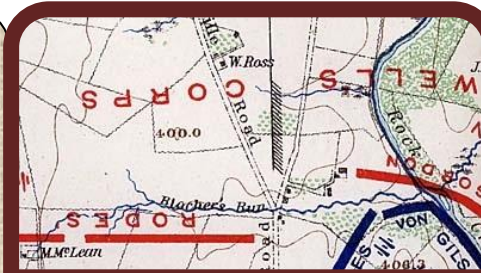
presented by
ALTAR of FREEDOM

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PITCHED BATTLE



"Draw up our divisions for battle.
We make our fight here, men!"



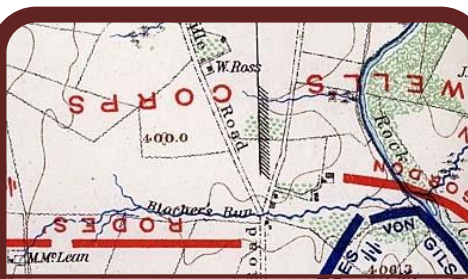
BATTLE PLANS



SKIRMISH



"Tell our boys to hold the line and
probe the enemy for weakness."



BATTLE PLANS



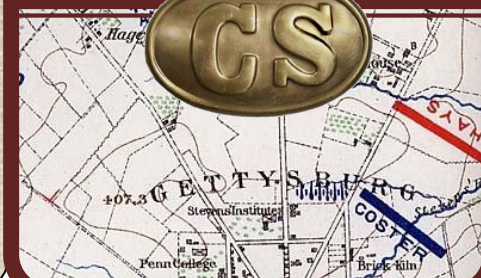
RETREAT!



"The situation appears unfavorable.
We must yield the field."



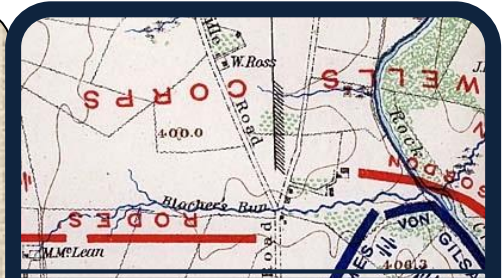
BATTLE PLANS



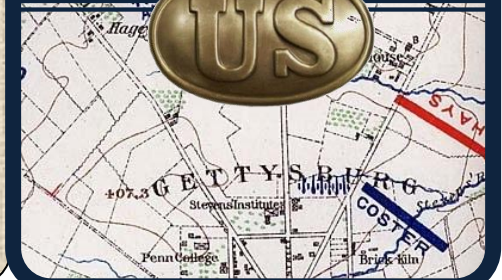
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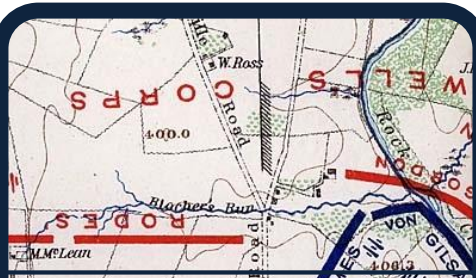
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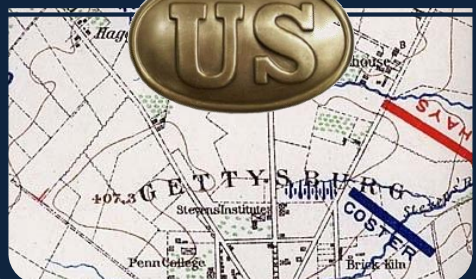
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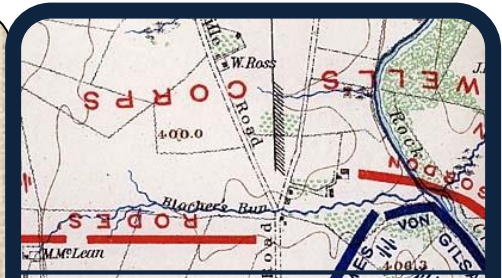
BATTLE PLANS



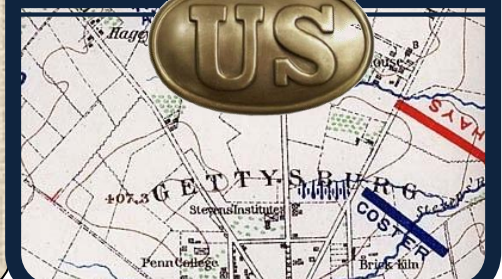
RETREAT!



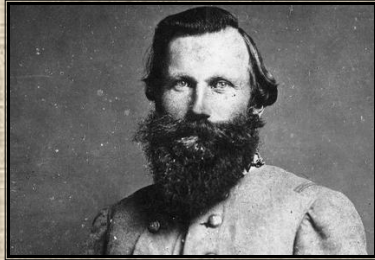
"The situation appears unfavorable
for us. Do not engage the enemy."



BATTLE PLANS



STUART RETURNS



JEB Stuart finally returns from his raid around the Federals!

CSA player may immediately place Stuart's Division and a Baggage Train marker next to any CSA division in Pennsylvania.



STUART RAIDING



If newspaper reports are true, Stuart's famed cavalry is everywhere at once, raising alarm.

Federal player must move at least one division to garrison Westminster before the end of the next turn. Gain +2VP for complying with these orders.



FLASH FLOODS



Violent summer rains raise waters on the Potomac, causing flooding.

No divisions may cross a major or minor river except at marked road bridges and the Potomac may not be crossed anywhere. Destroy one random ferry on the Potomac.



SOAKING RAINS



Several days of rain saturate the roads, turning them into muddy quagmires.

No divisions receive their free base move this turn--only assigned Staff Dice will allow units to move.



HARPER'S FERRY



Halleck finally releases most of the garrison at Harper's Ferry for use in the field.

USA player is now free to move French's Division for the remainder of the campaign, if desired.



SWELTERING HEAT

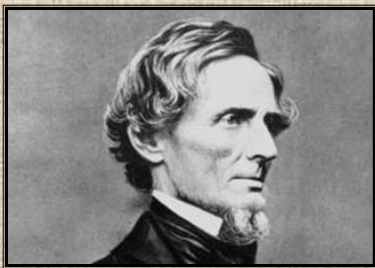


A humid July heat wave leaves troops exhausted.

All divisions are reduced to a free base move of 1 space for this turn. Staff Dice may still be spent as normal.



RICHMOND CALLS

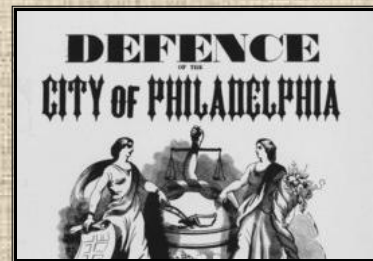


Jefferson Davis urges troops be recalled to defend Richmond.

CSA player earns 2+[d3] VP if he has one division south of the Potomac by the end of the turn and removes them from the campaign map.



PANIC IN PHILLY



Panic over the rebel invasion reigns as far as Philadelphia.

If any CSA division is east of the Susquehanna River by the end of next turn, USA player must subtract -[d6]VP from his total.



RICH RANSOMS

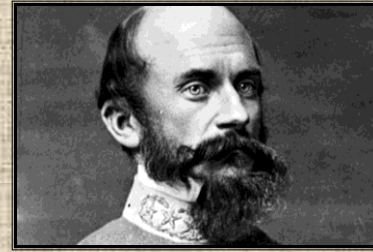


Rebels burn PA towns unless they are paid steep ransoms of cash and provisions.

This turn only, CSA player may spend 2 Staff Dice to place one new Baggage Train at any PA city with a RR line.

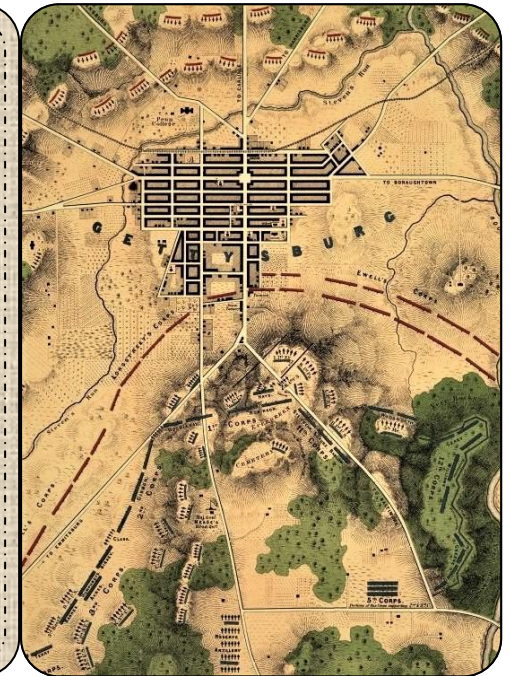


EWELL EXTORTS

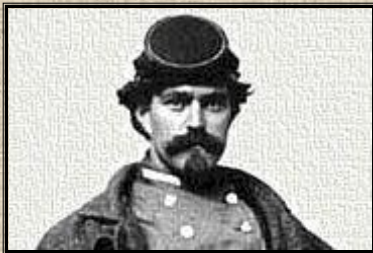


Ewell's divisions commandeer supplies across south-central PA.

For each of Ewell's divisions now in PA, add +1 Staff Dice to the overall CSA dice pool for the turn.



HARRISON REPORTS



Rebel spy Henry Harrison delivers Lee critical information.

CSA player may immediately inspect [d6] hidden Union tokens anywhere on the map to see their composition.



RAIL TRANSPORT



Federal transport is authorized.

This turn and next turn only, USA divisions may use their base movement to reach a RR town and then spend 2 Staff Dice (per division) to redeploy to any other RR town in PA or MD. Route cannot pass through any CSA token.

