

THE LOST CAUSE

THE AMERICAN CIVIL WAR: 1861-1865

This Expansion Kit includes 8 counters (4 new Resources and 4 new Leaders) and 12 cards (4 new Headline cards and 8 new Broadsheet cards) for **THE LOST CAUSE**.

[14.0] YEAR END SEQUENCE

[14.6] Set Up Next Year's Draw Pile with the New Cards: Take the stack of cards for the next Year, including the undealt cards from the previous Year and any Broadsheet cards that might have been added to that stack during play.

1. Separate all of the Headline (numbered) and Broadsheet (lettered) cards and turn both piles face-down.
2. Shuffle up the Broadsheet cards and deal three (3) into the Headline cards pile for that Year, then place all of the remaining, undealt Broadsheet cards, unexamined (face-down), on top of *next* Year's pile.
3. Shuffle the Headline cards plus the three dealt Broadsheet cards together.
4. **If the new Year is 1862 through 1864, count off the top fourteen (14) cards** and place them face-down, near the map, to form the new **Draw Pile** and flip over, face-down, the cards for *next* year and add to them the remaining (undealt, face-down) cards from *this* year.

In this manner, some cards can be delayed, year after year, for quite some time! Also, a nice variety of Broadsheet cards should, on average, appear over the course of a game.

If the new Year is 1865, during Step 4 **count off the top eight (8) cards** to form the final **Draw Pile**, and remove all of the remaining undealt cards from play.

There may be fewer than eight cards, depending on how many Broadsheet cards were cycled through the decks during the game thus far. In that case, use *all* of the remaining cards.

Proceed to play the Monthly Turns for the new Year in the usual manner.

[15.0] VICTORY & DEFEAT

If card #49 (Lincoln Assassinated!) is revealed, a Confederate victory is *reduced* by one level or a Confederate defeat is *increased* by one level at the end of the game.

Assassinating the Union's President



Lincoln Assassinated!
LARGER PLOT EXPOSED: HARSH REPRISALS ENSUE

- Post War: At end, reduce victory or increase defeat (15.0) by one level
- Desertions: -1 DRM to all future CSA Battle rolls
- Plot: Roll a die: 1-3 = All future Union Directed (D) actions are Conditional (C) actions for the rest of the game

John Wilkes Booth assassinated President Lincoln on 14 April, 1865 as part of a larger conspiracy to "seize" the US Government. The resulting backlash contributed to the harsh post war reconstruction policies of President Johnson and Congress.

during wartime would have been a diplomatic disaster bringing much harsher post-war conditions to the South.

[16.0] RESOURCES

To include the new Resource markers, simply add them to play during set up or as reinforcements as indicated on each marker.

[16.A] Army Refit and Reorganization: It takes a Command action (10.2) to move this marker in any Confederate Theater where it remains **until the next Confederate Battle action (only) in that Theater rolls a natural 1**, at which time it is spent and returned to the Resource Cup.

While in that Theater, the Confederates receive a plus one (+1) DRM for **both** Confederate Initiative *and* Battle rolls.

This represents an extended period of rest and training between campaigns with receipt of fresh drafts; weapons, ordnance, and equipment upgrades; and perhaps internal command and staff improvements. After some heavy campaigning and a major defeat, attrition and fatigue would negate these advantages.

[16.B] Civilian Economy: It takes a Command action (10.2) to use this marker and remove it from play. When used, the Confederate Player makes an immediate Morale Test (9.3) **with a + Year DRM** (e.g., +2 in 1862; +3 in 1863).

[16.C] Directed Program: It takes a Command action (10.2) to use this marker and remove it from play. When used, the Confederate Player places any desired Resource marker in the Resource Cup **or that has been previously removed from play** and places it in the Available Box. That Resources marker may be played from there in its usual manner.

In effect, for a single Command action, the Directed Program can be traded in for any other Confederate Resource!

[16.D] Militia and Home Guard: Prior to any Battle action die roll (9.1.1), you may use this Resource marker if it is available, and return it to the Resource Cup, to gain a plus one (+1) DRM on that Battle roll.

Exception: This Resource cannot be used in a Battle targeting a Union Home Base (e.g., to attempt a Northern Invasion).

This represents Confederate State Governors calling out the militia to support the regular army forces in their theater. It also

represents the presence of local auxiliaries, such as the Virginia Military Institute Cadets helping out at the Battle of New Market.

[20.0] OPTIONAL RULES

[20.1] Antebellum Arms Transfer: The Player draws a free **Resource** marker during **Step 6** of the game's Set Up.

In the months preceding the war, large amounts of small arms and munitions were transferred or scheduled to be sent to Southern arsenals by the U.S. War Department. This continued until stopped by President Buchanan.

Then Secretary of War John B. Floyd, a Southerner, ordered these transfers as scheduled complements to federal forts then under construction in the South. Northern opinion at the time attributed these apparently unusual transfers to treasonous intent on the part of Floyd.

[20.2] Kentucky Neutrality: If the Union Armies of The Tennessee and The Cumberland are placed before Card #5 (*Rebels Invade Kentucky!*) is revealed, the Union has violated Kentucky Neutrality. Roll one die on the following table:

1-5	Grant Moves South!
OR	
6-10	Grant Demands "Unconditional Surrender"
before	
1-5	Rebels Invade Kentucky!

- 1-5: **Kentucky Secedes!** The Confederates gain one (+1) Morale and draw one free Resource. The Armies of the Tennessee and The Cumberland are **Disrupted**.
- 6-10: **Kentucky Actively Pro-South.** Draw one free Resource. The Armies of the Tennessee and The Cumberland are **Disrupted**.
- 1-5: **Kentucky Passively Pro-South.** The Armies of the Tennessee and The Cumberland are **Disrupted**.
- 6-10: **Kentucky Remains Loyal.** No Effect.

[20.3] Robert E. Lee: Once the Lee Leader counter is placed in command of the Eastern Theater, he cannot be removed from there except by a Leader Casualty result or if the Eastern Theater is closed down.

[20.4] Ironclad Scare: If Headline card #14 (*Ironclad USS Monitor Arrives*) has not yet been revealed, then the *first* time an **Ironclad** marker is placed on top of the Blockade marker is *reduced* by one (-1) box from rapid Confederate naval victories against wooden US vessels.

On its first sortie the Confederate Ironclad Virginia sank, crippled, or ran aground three Union warships, creating a panic in the US War Department. The timely arrival of the USS Monitor neutralized the Virginia's following sortie.

[20.5] Covert Military Aid: The *first* time the ER/EP Marker enters the Covert Military Aid (#3) box on the European Recognition track, the player receives a free **Commerce Raider** action.

Circumventing international neutrality laws, England and France provided covert aid to the South by building, equipping or refitting Confederate Commerce Raiders.

After the war, an international court awarded the United States damages for these flagrant violations.

[20.6] New Confederate Capital: If the **Richmond & Petersburg** Objective space is captured, the player must select any Confederate controlled space East of the Mississippi River to be the location of the new Confederate Capital and places the **Confederate Capital** marker there. That location becomes a new Objective Space with a(n additional) **one (+1) Morale Point** value. Should it fall, *another* new Confederate Capital must be designated.

[20.7] Shenandoah Valley Invasion Routes: If the Shenandoah Valley Strategic space is Union controlled, add a **-1 DRM** to Confederate Raids and Diversions Campaigns in the Eastern Theater.

[20.8] Government Efficiency: Split the Resources into *two* cups: one with Naval Resources only (Torpedoes, Commerce Raiders, Gunboats, Submarines, Ironclads and Coastal Forts) with the others in the second cup. When drawing a Resource, the player may draw from *either* cup.

Also, when a CSN Naval Action occurs and no Naval Resources are in the Available box or in play on the map, the player draws **one Naval Resource** instead.

GAME CREDITS

Game Design: Hans von Stockhausen
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Expansion Kit Example of Play

It is the start of 1863 in an Advanced Game and the 14-card draw pile is readied as per expansion kit Rule 14.6. The Confederate Morale track

is at eight (8). One each Gunboat and European Munitions are in the Available Box.

The first card is **Headline 3/26**, adding more Union pressure along the Mississippi. The brown Union Army of the



Tennessee (AoT) is flipped to its **Riverine** ("anchor") side and is moved from its Advanced Base at **Shiloh & Corinth** to **Memphis** (see 8.4), contesting yet another Confederate Morale point.

Next the orange Union **Army of the Gulf** (AoG) rolls with a +1 DRM to take an Action. A roll of 6 is increased to 5, allowing it to proceed with the siege of **New Orleans**. A successful siege roll of 6 removes the Fortress marker and leaves the Crescent City vulnerable to the next Union Action, which might be a +1 DRM Initiative Action, for which a marker is placed on the AoG.



Not trusting to Polk's -1 Battle DRM in the Mississippi Theater combined with the current card's -1 DRM vs. River spaces, the player turns to the Confederate Navy to save New Orleans.



A roll of 6 beats Military Advisor J. Johnston's Administrative Rating of 3, and so grants the player a Command Action. He attempts a Naval Action, rolling the die again, and succeeds with a roll of 6 versus J. Johnston's Administrative Rating of 3. "Whew!" That Naval Action is used to place the available **Gunboat** marker in the contested New Orleans space!



The card's Diplomatic Action is successful with a roll of 6, overcoming the -2 DRM for the **Emancipation Proclamation**, raising the Recognition Level from 2 to 3 (Covert Military Aid). As per Optional Rule 20.5, this grants an immediate free Commerce Raider Action.

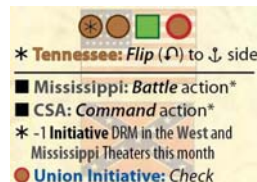
The final action of the month is the AoG +1 DRM Initiative Action. A roll of 6 is raised to 5 and activates the AoG. The Union Army Priority Chart calls for the Confederate Gunboats to be removed and New Orleans is again defenseless.

The next 1863 card draw is **Broadsheet 2D**:



The player sets it aside hoping the eccentric General Jackson's methods will come in handy later.

The third 1863 card drawn is **Headline 3/29**. This could spell disaster for the South as Grant is keeping up the pressure along the Mississippi.



The player uses **Stonewall Jackson's Way** to try to stave off the Union drive.

Wanting to strike first, the player rolls successfully for his Conditional **Command** Action and uses it to launch a **Diversions Campaign** in the Mississippi Theater (with a +1 DRM for Confederate control of Decatur), hoping to send the AoT back to its Base at Corinth. But a roll of 6 is modified to a 3, and the result is "No Effect."

Next he rolls his Conditional **Battle** Action and, even with the -1 DRM, **Polk** (commanding this Theater) is successful with a miraculous 6 and proceeds to attack the AoG at New Orleans. But getting to a battle isn't the same as winning it, and **Polk** rolls a 6, failing to dislodge the AoG.

The Confederates have shot their bolt now, and the player opts to resolve the AoC **Conditional** Action next, but a roll of 6 against its Initiative leaves the green army in **Chattanooga**.

Grant begins a relentless advance with **three** remaining AoT **Directed** Actions (including the Initiative Action that could have been cancelled had the **Diversions Campaign** gone better). First, the AoT advances along the River from **Memphis** to **Milikens Bend** (lowering Confederate to 7). Next, it proceeds to **Vicksburg** and, finally, it performs a **Siege** Action there. History will record that Grant's rapid advance surprised the **Vicksburg** garrison as a roll of 6 neatly removes the fortifications there.

This turn ends with **Memphis** lost, and **New Orleans, Vicksburg** and **Chattanooga** on the verge of capture. *It's looking grim.*

The next card **Broadsheet 2I**, demonstrating the North's over-whelming logistic might. It



effectively dooms the Confederate's prospects in the Mississippi and Western Theaters. By way of this card, Union garrison

troops and supplies pour into **Vicksburg, New Orleans, and Chattanooga** as each receives its Union Advanced Base marker. This costs the South a total of **five** Morale Points, reducing the Confederate National Morale all the way down to 2. With the Mississippi River now closed (for another -1 Morale Point during the Year End Sequence) and the Union **Army of the Cumberland** set to advance on **Atlanta**, the Confederacy does not appear likely survive 1863.