Lincoln Sequence of Play

1) Perform 2 Actions

- May perform any number of *Free Actions*

a) Deploy Unit

Permanently remove card with the appropriate symbol (***Exception: 1-strength Army cards***) and discard additional # of cards shown
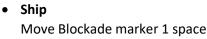
- **Army / Fort**
  Place in any controlled *(not contested)* location which can trace supply *(may discard 1 Ship card to instead place army in a controlled Port)*
  Supply is traced via friendly occupied rail links to:
    - **Union** = Washington
    - **Confederates** = Richmond or Atlanta
  You may trace through contested locations as long as no enemy units block the relevant rail inks
- **Ship**
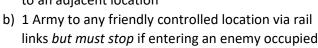 Move Blockade marker 1 space
- **Politician**
  Move European influence marker 1 space

b) Move Army

Discard a Train card to move either:
a) Any number of armies from one location to an adjacent location
b) 1 Army to any friendly controlled location via rail links *but must stop* if entering an enemy occupied or enemy controlled *(half)* location
c) **Union** *only* may instead discard Ship cards to move 1 army per discarded card between any 2 Ports

- Begin Combat if moving into an enemy occupied *(half)* location
- Forts cannot move
- Confederates cannot enter top 3 Union locations

c) Declare Attack

In a contested location, no discard is required

d) Discard 1 or more Cards

e) Perform a Card Action

f) Pass

2) Draw Cards

Union draws up to **6** cards
Confederate draws cards up to Blockade Track value

- Add I cards of 1st reshuffle
- Add II cards on 2nd reshuffle
- Game ends immediately on 3rd **Union** reshuffle (***Confederates** may continue to reshuffle indefinitely*)

Combat

1. If attacker entered location by rail, move all armies to location half with rail link *(Forts cannot move)*
2. Attacker **must** play *(any)* 1 card facedown
3. Defender may **Withdraw** or **Stand and Fight**:
   Defender **may** play 1 *Leadership* card facedown
4. **Total strength** = Armies + Card Leadership + 3 per defending Fort + Rail defense *(if attacker crossing rail link in your colour)*
5. Highest total **wins**, defender wins ties
6. **Winner** chooses losses = ½ counters (round down), *but never more losses than loser*
   Loser chooses losses = ½ counters (round up), *Forts can be taken as casualties*
7. **Losing defender** retreats to nearest connected location – *may split forces, but location(s) must have friendly control or friendly units in connected half*
   Losing attacker retreats to connected friendly controlled location *(same location entered from if they moved)*
   Units eliminated if cannot retreat
8. **Winner** gains control of the location *if sole occupant*
9. **Europe Track** = +/- Loser losses *(+/- 1 if **Confederates** gain / lose control of a **Blue** location)*

Withdrawal

If defender originally controlled whole location, withdraw to half away from direction of attack. If location originally contested, withdraw to a connected location.

- May only withdraw to controlled locations, or half locations with a friendly unit
- May split forces and withdraw to different locations
- Forts cannot withdraw but still fight if left behind

*****Union** only may play a Ship card to retreat or withdraw entire force from a Port to Washington*

Victory Conditions

1st Union reshuffle: **Confederates** win if Union has < 2 VP
2nd Union reshuffle: **Confederates** win if Union has < 5 VP
3rd Union reshuffle: **Confederates** win if Union has < 12 VP
Union wins otherwise

- **Confederates** win immediately if they control **Washington** or **Europe Track** reaches end
- **Union** wins immediately if they control **Richmond** *and* **Vicksburg**

Special Cards Notes

- **Blockade Runner / Draft:** Free Action; You are *not* forced to discard excess cards at the end of your turn
- **Cavalry Raid:** Immediately draw 1 card if used to interrupt opponent Cavalry Raid
- **High Ground:** Benefit – May be played in addition to a Leadership card; Defender only
- **Paper Money / Cotton Bonds:** Do not discard additional cards to pay for these units, but the played *(non 1-strength)* cards are permanently removed as normal
- **Rail Movement:** Units may start and end in different locations *(including empty enemy controlled locations)*, but may *not* move into enemy occupied *(half)* locations to start combat; Units are moved one at a time, so it is possible to capture and move through an empty enemy controlled location on the same move
- **Reinforcements:** *Benefit* – May be played in addition to a Leadership card; May use *any* rail link if attacker just entered the location, only friendly controlled rail links otherwise;
  May not be played by the attacker!

Clarifications

- A location is **controlled** if:
  - It is your colour and no enemy units are present
  - You have units / a control flag and no enemy units are present
  - You only receive VP for a location if it is *controlled*, not if it is *contested*
- A location is **contested** if it has units from both sides
- While a location is controlled, armies are considered to be in both location halves, but forts must be placed explicitly in one half and can never move
- You may *not* examine your opponent's discarded / permanently removed cards
- You *may* examine opponent's army / fort counters
- You redraw cards only at the end of *your* turn *(except Cavalry Raid)*
- **Union** VP total = All *controlled* **Confederate** location VP values + current Blockade Track VP value