

Unionist Solo Opponent

Action Rounds

On the Unionist Turn:

Reveal the top card of the Strategy deck: If it is a Unionist card, play the event. If the revealed event is not a Unionist card, play the event on the top card of the discard pile if it is a Unionist card with equal or lesser Value than the revealed card. Otherwise, place tokens using the Value of the revealed card. Then, if an event was played, remove one Secessionist token.

Finally, discard the revealed Strategy card.

Peace Commissioner (PC)

- If the Solo Opponent Controls Fort Sumter, place PC there.
- If the Solo Opponent Controls any Crisis Dimension, place PC in that Dimension's Pivotal Space. If more than one possible space, use the Place or Replace table to select between the options.
- If the Solo Opponent Controls its Objective Space, place PC in that space.
- Otherwise, select randomly from among spaces with the most of your tokens.

Select where to Place tokens

Spaces with Room for Unionist tokens

Unionist Objective Space

Pivotal Space

Spaces in the same dimension as Unionist Objective

Public Opinion

Armaments

Fort Sumter

Political

Secession

Spaces with the same number of Unionist tokens and

Secessionist tokens (can be 0)

Spaces with 1 more Secessionist token than Unionist tokens

Select where to Remove tokens

Spaces with both Unionist tokens and Secessionist tokens

Pivotal Spaces

Objective Spaces

Spaces with 1 more Secessionist token than Unionist tokens

Spaces with the same number of Unionist tokens and

Secessionist tokens (at least 1)

Armaments

Secession

Political

Secessionist Solo Opponent



Action Rounds

On the Secessionist Turn:

Reveal the top card of the Strategy deck: If it is a Secessionist card, play the event. If the revealed event is not a Secessionist card, play the event on the top card of the discard pile if it is a Secessionist card with equal or lesser Value than the revealed card. Otherwise, place tokens using the Value of the revealed card. Then, if an event was played, remove one Unionist token.

Finally, discard the revealed Strategy card.

Peace Commissioner (PC)

- If the Solo Opponent Controls Fort Sumter, place PC there.
- If the Solo Opponent Controls any Crisis Dimension, place PC in that Dimension's Pivotal Space. If more than one possible space, use the Place or Replace table to select between the options.
- If the Solo Opponent Controls its Objective Space, place PC in that space.
- Otherwise, select randomly from among spaces with the most of your tokens.

Select where to Place tokens

- Spaces with Room for Secessionist tokens
- Secessionist Objective Space
- Pivotal Space
- Spaces in the same dimension as Secessionist Objective
- Secession
- Armaments
- Fort Sumter
- Political
- Public Opinion
- Spaces with the same number of Secessionist tokens and Unionist tokens (can be 0)
- Spaces with 1 more Unionist token than Secessionist tokens

Select where to Remove tokens

- Spaces with both Secessionist tokens and Unionist tokens
- Pivotal Spaces
- Objective Spaces
- Spaces with 1 more Unionist token than Secessionist tokens
- Spaces with the same number of Secessionist tokens and Unionist tokens (at least 1)
- Armaments
- Public Opinion
- Political