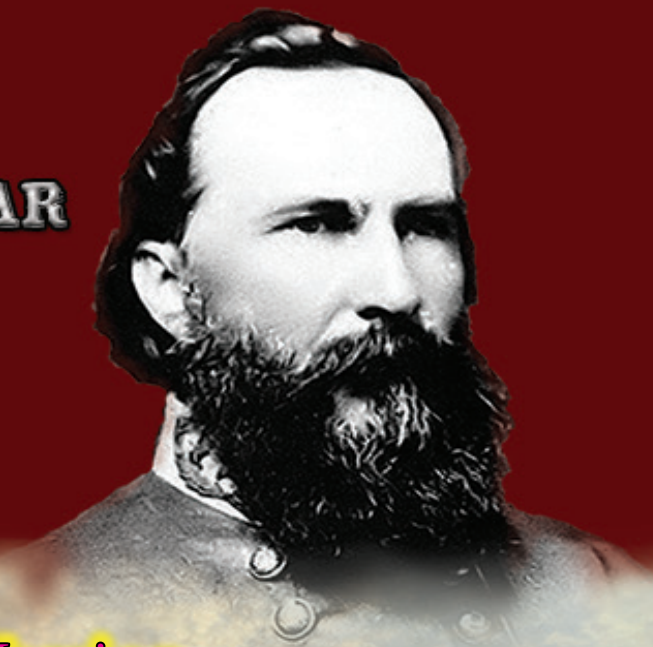
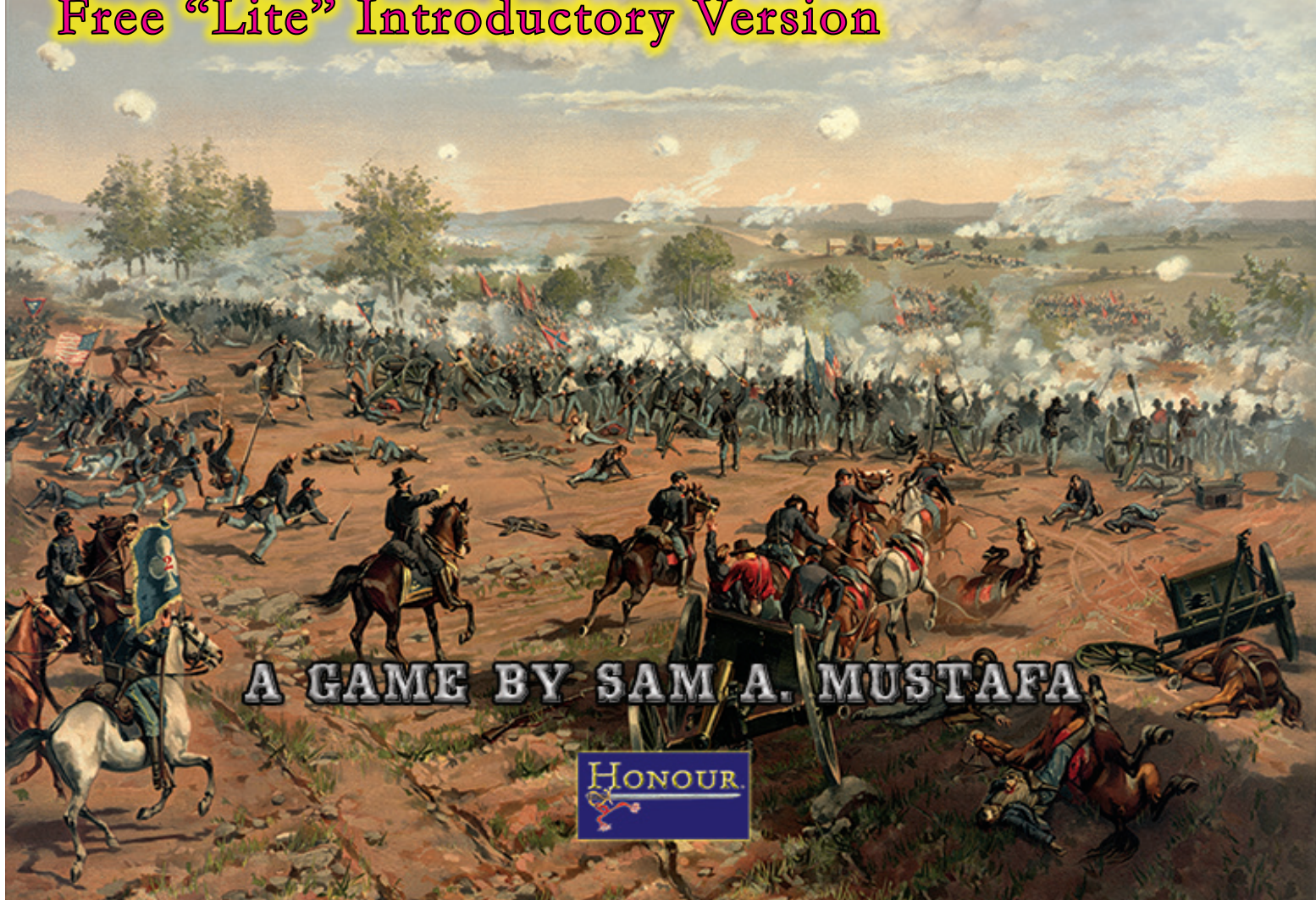


# LONGSTREET

BATTLES IN THE  
AMERICAN CIVIL WAR



Free "Lite" Introductory Version



A GAME BY SAM A. MUSTAFA



## **Thank you for trying *Longstreet Lite*.**

This free mini-game is provided to help familiarize people with the basic game systems and mechanisms, without the need to purchase the rulebook or cards.

Please note: *Longstreet Lite* is a complete game. You can download the free Lite cards from the HONOUR website, and play this game to completion. However, it is by no means the “full” game that is found in the main rulebook. It is not even the “basic” game from that book. For this Lite version, many basic systems have been simplified, and many things removed. Throughout this document, yellow boxes will appear to point out significant differences between the Lite version and the full game.

Similarly, the free Lite cards represent only less than half of the full card set, which includes terrain cards, campaign cards, biography cards, and the DYO cards, for use with the full basic and advanced games.

The purpose of *Longstreet Lite* is for you and your friends to set up an experimental or “learning game” and to decide if the basic game systems and style are to your liking. If so, then you will need to purchase the complete Longstreet game (the rules and the complete set of cards) from the HONOUR online store:

**[www.sammustafa.com](http://www.sammustafa.com)**

I hope you enjoy *Longstreet Lite*.

Sam Mustafa

July 2013.



# 1. Basic Concepts

## Dice

All references to “dice” in these rules refer to normal six-sided dice. Some rules in the game ask a player to **re-roll** dice in a certain circumstance. If the rule states that the player **may** re-roll dice in that circumstance, then he has the choice to re-roll whatever die or dice failed to achieve a specific result. He must then abide by the second (re-rolled) result. *Typically this means: if the dice were rolled in an attempt to score a certain number, and they failed to do so, then he may re-roll the failures for a second attempt.* If the rule states that the player **must** re-roll dice in that circumstance, then he has no choice: he must abide by the second (re-rolled) result. *Typically this means that dice which succeeded in their rolls must be re-rolled, and thus may or may not succeed again the second time.*

If dice are modified (such as having a +1 or -1 applied to them), then the modifier applies to the re-rolled dice as well.

A player may never re-roll the same die more than once. In a situation involving competing die rolls (such as combat resolution), both sides must roll, before either side may re-roll. If both sides must or may re-roll, the active player re-rolls before the passive player does.

If a rule requires players to roll a **tiebreaker**, then one player (it does not matter which) rolls a die. If it comes up even, the tie is won by the player who rolled it. If odd, by the other player.

## Bases and Markers

This game refers to both “bases” and “markers.” A **base** is a stand of miniatures with infantry or artillery figures.

A **smoke** marker is needed to mark infantry units that fire. A cotton “puff” works nicely.

## A Tool to Measure Base-Widths (BW)

All rates and distances in the game will be expressed in BW, the size of which depends upon the size of bases you play with. Essentially, 1BW should be approximately the width of one of your miniatures bases.

## “Player” and “Side”

These Lite rules assume a 1-vs-1 game, with a single player on each side, and thus rules often refer to “the player” or states that “the player may...” and so on.

## Basing

Bases for infantry (**INF**) figures should be roughly “squarish,” that is: not too much wider than they are deep. If your bases are very shallow and rectangular, you may wish to double-rank them and call two of them a single base for this game. Any bases from a square to a 3:2 rectangle should work fine.

Artillery (**ART**) bases should be the same width as infantry bases, and as deep as needed for the artillery model. (With large figures, this can mean that artillery bases are long, deep rectangles.)

It does not matter how many figures you place on each base. Mount your figures in whatever way you find most attractive, and within your budget.

## Table Size

A basic game with two players (1-vs-1) requires only a small amount of table space. Unless your BWs are larger than 2” each, a 6’ x 4’ rectangular table will suffice. You can play on a larger table, but with such small forces it may have the unrealistic effect that units are spread widely apart.

As a basic guideline, one base-width represents about 40 yards or meters. Thus 48BW represents roughly one mile.

## Units

The purpose of these Lite rules is for you to learn the game’s basic systems and mechanics. Thus the Lite version permits only a very limited selection of units, in order to keep things very simple. These Lite rules deal with infantry (**INF**) and artillery (**ART**) units only. The Lite game does not cover the use of cavalry.

### What’s in the Full Game

The complete *Longstreet* game features cavalry, mounted and dismounted. It rates units for their level of **experience**, and also for their **elan**. When new units arrive, they are often eager recruits: unreliable and difficult to maneuver, but full of enthusiasm. As units take loss and gain experience, they become more skilled on the firing line, and also more reliable, but less eager to close with cold steel.

The full game also features six different types of artillery, including different kinds of smoothbores, rifled guns, and howitzers.

## Units, continued.

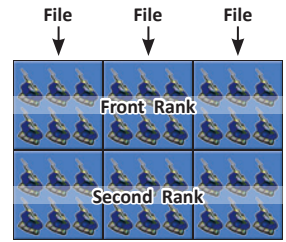
Infantry units represent regiments. Each base represents 60-80 soldiers. An infantry unit may have as many as ten bases, or as few as two. If an infantry unit is ever reduced to a single base, it is **broken** (removed from the game).

An artillery unit represents a battery. Each base represents a section of two guns. When artillery units first arrive in the game, they are typically either two or three bases. An artillery unit can be reduced to a single base and still be in play as a unit.

## Ranks and Files

The bases of an infantry unit must be arranged in ranks and files. All bases must be squared-up so that they fit flush edge-to-edge and corner-to-corner against the other bases in that rank that they touch. Each base must be aligned in a file, so that it is squared-up perfectly behind the base in front of it.

A rank is considered a “full” rank when it has the same number of bases as the front rank. A rank may never have more bases than the rank in front of it. You may form your unit into any number of ranks, but you may never form a rank unless the rank in front of it is a full rank. (For example: you can't create a third rank, if the second rank is not yet full.) Ranks and files are only ever considered *within* a single unit. For example, two one-rank units, one perfectly behind the other, are not “two ranks.” (They are just two one-rank units.)



### Illegal for two reasons:

- 1) The bases in the second rank are not squared up into files, behind the front rank.
- 2) The two bases in the second rank are not in contact with each other on flank edges.



### Illegal for two reasons:

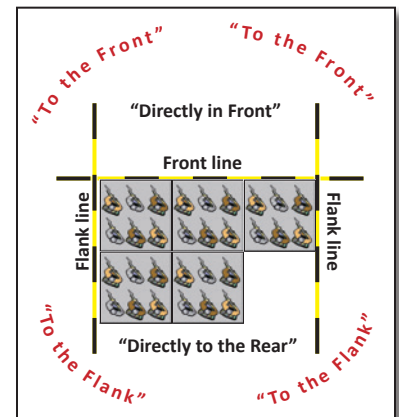
- 1) The third rank has more bases than the second.
- 2) You may not create a third rank until you have a full second rank.

## Edges and Flanks

Trace imaginary lines parallel to a unit's front and flanks, extended indefinitely, called the “front line” and “flank lines.” The lines can extend indefinitely. Something forward of your front line is “to the front” of your unit. A reference to something “directly in front” of your unit means something to the front that is also inside the two flank lines. If a rule requires you to move only “directly forward,” then it means: straight ahead and without turning.

Something behind your front line is considered “to the flank” of your unit. If it is also inside the two flank lines, it is “directly to the rear.” Moving “directly backward” means backing up, perfectly straight, without any turns.

A unit may charge into contact with the enemy's flank or rear edge and “flank” that enemy, if it meets certain criteria. In order to flank an enemy unit, your unit must have at least half of its bases *completely* behind the enemy's front line, **and** must not have any portion (of your unit) directly in front of that enemy. If your unit meets both of those criteria, it has flanked the enemy unit.



## Artillery Formations

Most artillery units begin with either two or three bases. During the game a battery might lose bases, and thus be reduced in size, perhaps to a single base. It is still an “artillery unit,” however, until that last base is removed from the table. Unlike infantry units, an artillery unit is not broken when reduced to a single base.

Artillery units are never in linear or non-linear formations. There are two artillery formations: **limbered** and **unlimbered**. An unlimbered artillery unit is depicted by placing the gun bases abreast, with a contiguous frontage. This is the only permissible formation for unlimbered artillery units. They have no ranks or files.

A limbered unit is depicted by replacing the gun bases with a single limber base. One limber base suffices for a battery, whether it has one, two, or three gun bases. When you limber a battery, it is important to note how many gun bases the limber represents, by keeping them together in some place nearby. Your opponent may always have that information if he requests it.

### What's in the Full Game

The complete *Longstreet* game includes rules for lines and columns that are non-linear, such as bending around a winding road, or conforming to a tree line or riverbank.

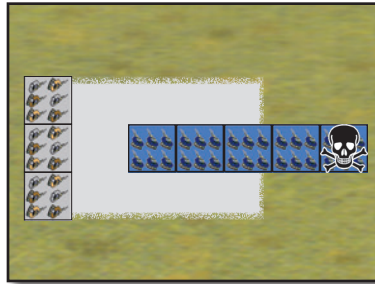
And artillery units are differentiated by the different sizes and capabilities of guns. A battery might have guns of different types, for example: one base of 12-pounder Napoleons and one base of Ordnance Rifles.

## Casualties

Units may lose bases as a result of enemy fire and combat. The loss of bases is referred to as **casualties**. When bases are removed, they are placed in any convenient container for players to keep their broken units until the end of the game. It is important to keep track of them, because the total number of lost bases determines the moment at which one side wins or loses.

When an infantry unit is reduced to only a single base, that base is also removed, and the unit is **broken**. An artillery unit may continue on the table, even if reduced to a single base. Units do not always take casualties gradually.

The owning player may choose which base(s) to remove from his unit, but must remove bases in such a way that his unit's formation remains legal. A player may remove bases even if they weren't obviously affected by the enemy's action against that unit. For example, the enemy might be shooting at the far left side of your unit, forcing you to remove one base. But you could, if legal, remove a base from the far right side of that unit, even though it might be out of the enemy's range. Unless specifically stated otherwise, you always may choose the bases to remove from your units.



### Removing Bases

The Confederates fired upon the Federal unit, and one Federal base was lost. The Federal player is not required to remove a base that was within the range of the enemy unit that shot at him. He may remove the far-right base, for example, even though it was out of range.

## 2. Terrain

The game recognizes several **types** of terrain, each of which may have one or more **effects**. The default terrain type for the table is **open** terrain: flat, featureless "naked" tabletop. All other types of terrain are represented by placing **terrain pieces** on the table. Terrain can affect the game in four ways:

- It might be **difficult** for certain types of units to move through, in which case it causes **disorder**, and penalizes those types of units if they are in that terrain during combat or while shooting.
- It might provide **cover**.
- It might **obstruct** fire.
- It might be **impassable**.

A terrain piece might have some, all, or none of these effects.

### Being "In," "On," or "Behind" Terrain

A unit is "in" a type of terrain if even a tiny portion of one of its bases is in that terrain. Thus it is possible for a unit to be in several types of terrain at once.

Certain terrain pieces are linear. It is possible to be "behind" them, such as a unit lined up behind a wall. It is also possible to be "on" them, such as a unit that is partially on one side of a wall, and partially on the other. If any of its bases is even partially on top of the terrain piece, then the unit is said to be "on" that linear terrain. A unit is never "in" linear terrain. Common types of linear terrain include: walls, fences, and railroad embankments.

Any base that is even partially in a stream, in a ford (of a river), or in a swamp, is considered to be "in water," and thus may not fire.

### Disorder

Difficult terrain affects units in movement and combat. When a unit moves through difficult terrain, it causes disorder. Disorder requires the moving player to use an additional card.

If the movement is involuntary (such as falling back from combat), disorder might cause an additional penalty, such as losing a base.

Moving "through" terrain includes moving "on" or "across" linear terrain, such as moving over a wall.

### Difficult Terrain in Shooting and Combat

A base that is even partially in difficult terrain receives the modifier for a "shooter in difficult terrain."

A unit that is even partially in difficult terrain receives the "difficult terrain" modifier in combat, whether it is attacking or defending.

## Which Terrain Types are Difficult?

Difficult terrain depends upon the type of unit. Some types of terrain are difficult for all units, others only for some unit types. The table below summarizes the most commonly-encountered difficult terrain types, and for whom they are difficult.

If a terrain type is not listed on the table below, it is not difficult for any unit.

### Impassable Terrain

Some units are unable to enter certain terrain types at all.

Major rivers are impassable to all units, but they can be crossed by bridges and fords. For purposes of terrain, a bridge is simply a road that crosses a river; it is not difficult for any unit, but it is only 1BW wide. A ford in the river can be of any width, but it is difficult terrain for all units.

Streams do not have fords (since they are already difficult terrain.)

### Obstructing Terrain

Obstruction applies to artillery fire: both canister and long-range bombardment. It reflects both the physical impediment of the terrain, and also the difficulty of seeing very far through that terrain, and thus being able to aim and shoot at targets in it. Certain types of terrain obstruct the fire zones of artillery units, and thus limit how much further their fire may penetrate.

If any portion of obstructing terrain, no matter how small, is in the artillery's fire zone prior to the target, then the fire is considered obstructed. The fire zone may then extend only 2BW further, or to the maximum shooting distance of the weapons/units involved, whichever comes first.

Obstruction does *not* apply to small arms fire by infantry units. Their fire is not obstructed, but rather decreases in effectiveness. This is because we assume that all formed INF units have a skirmish line in front of them, and those skirmishers will take advantage of the terrain, rather than being obstructed by it.

### Crest of a Hill

It is important for players to be clear at the outset of a game, where the crest line of each hill is located. If players have "flat top" hills with no crests, they may ignore this rule altogether or mark an arbitrary line, if they prefer.

The crest of a hill provides cover to a unit that is "at" it, which typically means: the front of its bases touch the crest line. That is: the unit is at the crest, on one side, and able to see down the slope of the other side, and able to be seen by the enemy. The benefit of cover represents that the unit is partially concealed on the reverse slope. It is possible that a unit might have some portion of its front rank at the crest, and others not.

The cover provided by a hill crest position applies to both fire and combat. For example: when your unit is being shot-at, from the other side of the hill, or charged by an enemy coming up the hill against your position at the crest.

### Hills and Obstruction

A unit at the crest of a hill can be fired upon by a shooter on the other side of the hill. However, the artillery fire zone does not extend beyond the crest. In other words: artillery may shoot up at a target that is at the crest, but it may not shoot "over" the crest to hit a target that is on the reverse slope and not at the crest. Thus, unlike normal obstructing terrain, artillery fire does not penetrate another 2BW after it encounters that obstruction.

Terrain	Difficult for	Cover vs	Obstruct ART	Impassable to
Woods	ART	Fire	2BW	-
Swamp	INF	-	No	ART
Hill Crest	-	Any	At crest	-
Stream	All	-	No	-
River	-	-	No	All
Rocky Ground	All	-	No	-
Standing Crop	-	-	2BW	-
Wall	ART	Any	2BW	-
Fence	-	Combat	No	-
Ford	All	-	No	-

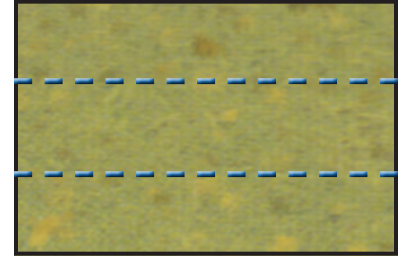
## 3. Prepare for Play

### Setup

For this “lite” version of the game we recommend a very simple setup process. Each player rolls a die, and any ties are re-rolled. The higher player will set up the board. He may set up a number of terrain features up to the combined number of their two die rolls, but at least as many as the higher of those two rolls. (*So if the players rolled a 4 and a 3, then the winning player sets up anywhere from 4 to 7 terrain pieces.*) The size and shape of terrain pieces will be dictated by the players’ collections. Let good sportsmanship prevail.

We recommend that you do not set up any major rivers or impassable terrain on your table. The full *Longstreet* game has rules for bridges, engineering, field works, etc., but these “lite” rules do not.

After one player has set up the board, the other player may then choose which side of the board he wants for his setup area. Draw two lines parallel to the “long” edges of the board, thus dividing the board into three equal regions. The players each set up their armies in one of the areas close to a long edge, leaving the middle region without troops from either side. The player who rolled higher may choose whether he sets up first or second.



### Army Size

For this “lite” version of the game, players must decide for themselves how many units of each type they wish to play with, and how they shall balance the opposing sides. A typical lite game might involve a brigade on each side: perhaps 25-30 bases of infantry, and 3-6 bases of artillery. Organize them into units as you and your opponent see fit, but remember that no infantry unit may have more than ten bases, and no artillery unit more than three.

This introductory game is intended to teach you the basic game mechanics, not to manage tournament play. So just discuss it with your opponent and arrive at a good number of units.

### The “Shattered Point”: Winning and Losing the Game

Prior to starting the game, each player must count the total number of bases in his force, and then **divide that number in half**, rounding up any fraction. The shattered point for **both** sides is the lower of those two numbers. (*For example: the Federals have 48 bases and the Confederates have 43. The lower number is the Confederates’: 43 halved is 22. Thus 22 becomes the shattered point for both sides.*)

In the victory step of his status phase the active player rolls one die and adds it to the number of enemy bases removed from the game. If the resulting total is equal to or greater than the shattered point, then he has won the game. If not, then play another turn.

*For example: the shattered point is 22. It is the Federal player’s status phase and he is checking for victory. The Confederate player has lost 18 bases. The Federal player would need to roll a 4 or higher ( $18+4=22$ ) in order to win.*

### Deal the Action Cards

When using this “lite” game, players should download the free set of action cards available from the HONOUR website. These cards are more limited in number and scope than the cards available for purchase for the full game, but they are entirely sufficient to play the lite game. Each player needs a full set of cards. Print them out to cardstock and prepare the deck.

Roll a die to determine which side will play the first round. Re-roll ties.

### Losing the Game by Running Out of Cards

In addition to losing because of the shattered point, a player will lose the game at the moment that he completely runs out of cards (none in his hand, deck, or discard pile). His opponent wins. Typically this happens if the game has run a long time, so that one side’s cards have run out after several reshuffles.

A player also loses if he selects “Pass” as his command choice, when he has no cards in either his deck or his discard pile, even if he still has some left in his hand.

#### What’s in the Full Game

*Longstreet* includes a very full-featured setup system. The players draw *terrain cards* with which they can take turns customizing the field. That field might be historical, totally fictional, or drawn from one of the nine “scenario games” which are very useful for pick-up games or generating campaign games.

In the full game, objective markers give the attacking side a clearly-defined mission. Rules for reinforcements, and for a variety of different victory conditions, mean that no two games are the same, even if played on the same map.



## 4. The Basics of Play

The game is played in alternating turns. A turn is one side's activity. During "your" turn, you are the active player, and your opponent is the passive player. At the conclusion of your turn, these roles switch. The game continues in this IGO-UGO sequence until one side is defeated.

At the beginning of his turn, the active player declares whether or not he will reshuffle. If he has no cards remaining in his *deck*, then he has no choice; he must reshuffle.

Next, the active player declares whether or not he will invoke a fire phase. He must play a card to do so, and then he may play a modifying card, prior to rolling any dice for his shooting units, if he wishes to modify his units' effectiveness in fire.

After the fire phase (if there is one), the active player may make one command choice. He has three options. He may invoke a movement phase, or a combat phase, or he may pass. In the first two cases (invoking a phase), he must play card(s) to do so, and he may play another card to modify the phase.

During the active player's turn, the passive player may interrupt him by playing an interrupt card, if he has one.

In the status phase both sides must redraw, taking cards from the top of their decks to refill their hands back to their hand size. The active player then removes smoke markers from all of his units. He checks to see if he has met the conditions for winning the battle and, if so, the game ends. If not, another turn is played.

### Sequence of a Turn

1. Option to **Reshuffle**.
2. Option for a **Fire Phase**.
3. One **Command Choice**:  
Movement, Combat, or Pass.
4. **Status Phase**:
  - Both sides redraw.
  - Remove smoke markers.
  - Check for Victory.

### The Action Deck

In order to be clear on procedure, we use the following terms to describe cards:

The deck of action cards includes **neutral cards**, and **national cards** (with flag in the lower left, indicating nationality, either Federal or Confederate.) A player's deck is: the neutral cards, plus his side's national cards. The Confederate player never uses any of the Federal national cards, or vice-versa. Each player keeps his deck face down in one corner of his side of the game table.

A player's **hand** is: those cards he presently holds, and can use in play. When a card is used in play it goes, face-up, into the discard pile, which is placed beside the deck. Cards in that pile are called "discards." Your enemy may not inspect your hand, deck, or discard pile, although each player has a right to know how many cards his enemy holds in his hand.

### Hand Size

Each player has a hand size, which is the maximum number of cards he may hold in his hand. The standard hand size is **six cards**. Drawing cards to restore the hand to its size, which happens in the status phase of each turn, is called **redrawing**. (For example: if you have two cards left in your hand, then you would redraw four, to refill your hand to six.)

### Year Indicators

Several cards have year indicators, which note the historical years during which that card should be in play. For example, if a card's year indicator reads: 63-65, then you should add that card to your deck only for a game set in 1863 or later. If the year indicator reads: 61-62, then you should remove that card from your deck in a game set after 1862, and so on.

### Reshuffle

As the first step of his turn, a player must declare whether or not he will reshuffle. If he has no cards remaining in his action deck, then he has no choice; he must reshuffle.

In a reshuffle, all of the active player's discards are combined with all of the remaining cards in the action deck. They are reshuffled and then placed face-down to create a new action deck.

Reshuffling has no effect on a player's *hand*. He does not discard any cards from his hand, nor draw any into his hand, when he reshuffles. (That comes later in his turn.)

### Reshuffling Penalty

Each time he reshuffles and creates a new action deck, the player must then deal the top six cards from that deck and - without looking at them - remove them from the game. They are set aside somewhere, and do not return in this game. Thus a new deck, after being reshuffled, is six cards smaller than the previous deck.

Since a player can reshuffle any number of times, his deck gets smaller. Reshuffling may eventually result in the deck having no cards at all, in which case the player will not be able to redraw, and his hand will soon run out.

### No Voluntary Discards

A player may never voluntarily discard cards from his hand. Cards only leave his hand as a result of being used for game play.



# The Anatomy of the Cards



## Banners and Effect Text

Every card has a **banner** with the card's title. Beneath the banner is a block of **effect text** explaining the card's specific effects, when played for modification or interrupt. If you are playing a card for the purpose explained in that text, then you are playing the card **"for effect."**

## Playing Card(s) to Invoke a Phase

The active player must play a card whenever he wants to invoke a phase. If he invokes a fire phase, he must play a card. If he invokes a movement or combat phase, he must play a card.

Any card may be used to invoke any phase.

The active player is not required to follow-through on the phase that he invokes. For example, he could invoke a combat phase and play a modifying card, but then be surprised by a nasty interrupt card played by his opponent, and he might decide therefore not to attack after all. The active player must discard any cards used to invoke and modify a phase, whether he then uses that phase or not.

## Disorder Requires Two Cards

If he wants any of his units to do anything that causes disorder in a movement or combat phase, then the active player must use **two cards** to invoke that phase. He may then play another card to modify the phase, if he wishes.

## Morale Value

In the upper left corner of each card is a number in a small box. This is its morale value. The passive side may play cards for their morale values when being fired upon or when being charged by enemy units. In both cases their effect is to mitigate the damage done by enemy action. This is fully explained in chapters five and seven.


## Modifier Symbol

If a card has a modifier symbol in the right-hand portion of its banner, then it may be played as a **modifying card**. There are three modifying symbols:

The rifle modifies a **fire** phase.

The crossed swords modify a **combat** phase.

The bugle modifies a **movement** phase.

	<b>Fire</b>
	<b>Combat</b>
	<b>Movement</b>

## Modifying a Phase

When the active player invokes a phase, he must declare at that time whether or not he will also play one modifying card for effect. The active side may only play a modifying card if it has the correct symbol for that phase. Not all cards have modifier symbols. Only those which have a symbol may be played as modifiers.

The proper sequence is for the active player to announce that he is invoking a phase, and then to declare whether or not he is modifying it. For example: *“I’m invoking a movement phase with this card... and modifying it with this Quickstep card.”*

The active player may use no more than one modifying card of each symbol in a turn. Thus, he might invoke a fire phase, and modify it using a card with the fire modifying symbol. And then he might invoke a movement phase, and modify it using a card with the movement symbol. But he may not modify the same phase more than once.

## Interrupt

A card with the kepi symbol in its banner is an **interrupt card**. Only the passive side may play it for effect. Doing so interrupts some action or activity in the active player’s turn. The passive side may play only one interrupt card in a turn.



Interrupt

Some interrupt cards use the word “immediately,” as in: “...play immediately after the enemy invokes a movement phase...” This means that the passive player waits until the active player invokes the phase and modifies it (if he does modify it), and then he must play the interrupt card before the active player takes any action for that phase. *For example: the Federal player announces that he is invoking a movement phase, and he uses a Quickstep card to modify the phase. Before any Federal units move, the Confederate player interrupts him by playing the Old Rivals card, which means that one Federal unit will not move in this phase. Once the Federal player began moving units, it would have been too late for the Confederate player to use that interrupt.*

Some interrupt cards indicate that they are played at the start of the enemy’s turn. This means that the passive player must play that card for its effect at the very beginning of his enemy’s turn, before the active player has declared whether or not he will reshuffle.

## Red = Remove

A few interrupt cards have red banners, rather than the normal dark blue. If a card with a red banner is played as an interrupt, then it is removed from the game. It is not discarded, and it will thus not be reshuffled into the deck. If the card is played for any other purpose, then it is discarded normally.

*For example: a player holds the They Couldn’t Hit An... card. If he plays it to invoke a phase, or for its morale value, then he discards it normally. However, if he plays it for its interrupt effect, then it is removed from the game, and will not reappear in his deck during this battle.*

## Both Sides Redraw

In the status phase *both* sides must redraw. Each player draws a number of cards from his deck, to refill his hand. If the action deck does not have enough cards remaining to refill his hand, a player draws however many cards remain in his deck. (That will leave the deck with no cards, meaning that he must reshuffle at the start of his *next* turn.) If a player ever begins a turn without any cards in his hand, then he will not be able to invoke any phases, and he must pass.

## Pass

A player may declare that his command choice is to pass. He thus invokes no movement or combat phase, and proceeds to the status phase. A player may not pass if he passed in his immediately-previous turn. (In other words: you may not pass two turns in a row.) If a player passes when he has no cards remaining in his action deck or discard pile (regardless of how many he still holds in his hand) then he immediately loses the game.

# 5. The Fire Phase

The words “shooting” and “fire” are used interchangeably in this book. Fire occurs as the result of the active player invoking a fire phase. Only active units shoot during a fire phase. An active unit may shoot only once per phase.

## Who May Fire?

All of the front-rank bases of infantry units may fire. Unlimbered artillery bases may fire. Limbered artillery may not fire.

It is possible that some bases of a unit will be able to fire while others won’t. The active player rolls a number of dice for each of his bases that can fire. This is called “rolling to hit.”

No artillery base may fire if it is even partially in woods, or in water, or **on** an obstacle such a wall or fortification. Otherwise, artillery may fire while in difficult terrain, without any penalty.

An enemy unit being fired upon is called a **target** unit.

## The Sequence of Fire

The active player may shoot with his units in any sequence he wishes, although it is strongly suggested, in the interest of clarity and sportsmanship, to proceed in a left-to-right or right-to-left sequence if possible.

When an infantry unit fires, the active player must mark it with a **smoke** marker. Smoke markers are removed during the status phase. Smoke markers remind the active player that a unit may not charge. Artillery units are not marked with smoke.

The active player rolls for each base of a firing unit, attempting to score hits on target units. If he does score hits, he marks them using a die or some convenient temporary marker. Hits are cumulative: if you fire upon an enemy unit and score 2 hits, and then fire on it again with a different shooter and score another 2 hits, then the target unit now has 4 hits.

After the active player declares that he is finished shooting, the passive player has the opportunity to play cards for their morale value, to remove some of the hits on his units.

After the passive player has his opportunity to remove hits, the active player returns to all passive units that are marked with hits, and rolls again "to kill." He rolls a number of dice equal to the hits on that unit, and each successful roll results in a "kill": a base removed from the target unit.

## Fire Ranges

Infantry units fire **small arms**. Artillery units fire either **canister** or **bombardment**, depending upon the range at which they fire.

Small arms and canister have a maximum range of 6BW. Being within 6BW is known as **short range**.

When artillery units fire beyond canister range, they are **bombarding**. An artillery unit may not bombard unless firing upon a target beyond 6BW. When shooting at a target at 6BW or less, it must fire canister. For the Lite game, all artillery units and types have a single bombardment range of 24BW.

Ranges	
"Short Range" (Small Arms & Canister)	6
Artillery	24

## Fire Zones

Each base of a firing unit has a fire zone. This is the area, 1BW wide and extending a distance equal to the shooter's range, in which it may attempt to hit an enemy base, as long as at least a fraction of that enemy base is in the zone. If you have a ruler as wide as one of your bases, it will make a handy template for fire zones. Otherwise, you could make a cardboard template 1BW wide and as long as you like, marked in BWs.

If there is any question about which bases fire upon which targets, the active player should lay down the template for his shooting base. The first base that the template falls upon, even fractionally, is the target of the fire. A player may not fire (i.e., may not lay down a fire zone template in a given way) if the first target would be a friendly unit.

It frequently happens that the bases of an infantry unit, or the bases of an artillery unit firing canister, might fire upon different targets. Artillery units, however, may not split their fire when bombarding.

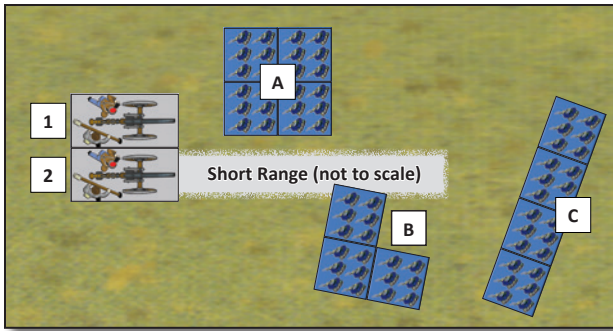
## Prioritizing Artillery Targets

Artillery bases that have a target within short range (6BW) must fire canister at that target, placing priority upon an enemy that is directly to the front of the artillery base. If they have no target directly to their front, then they may angle their fire zone up to 45 degrees to fire canister at a different target.

An artillery unit may not bombard if it has any eligible targets within short range. An artillery unit that does not have any targets within short range may choose to bombard any more distant target.

A *bombarding* artillery unit may not split its fire to more than one target. Nor may some bases of an artillery unit bombard, while others fire canister. If one base has a target for canister fire, then the other bases may fire only canister; they may not bombard, even if that means they have no target.

Priorities for Artillery Targets:
1. Target directly ahead in short range.
2. Other target within 45° in short range.
3. Any target that can be bombarded.



**Fire Zones and Prioritizing Artillery Targets**

The Confederate artillery unit has two bases. Base 1 must fire at Federal A. However, base 2 must fire at Federal B. It may not fire at A, even though A is closer, because A is not directly to its front. If B didn't exist, base 2 would fire at A.

If A didn't exist, then both Confederate bases could fire at B, because there are no other targets at short range.

If neither A nor B existed, then the artillery would be free to choose any target for bombardment, such as unit C.

**Artillery Fire and Terrain**

Whether firing canister or bombardment, an artillery fire zone that passes through obstructing terrain, no matter how small, penetrates only another 2BW beyond that terrain.

The target of artillery fire has cover, if that cover **entirely** intervenes between the shooter and the target.

It is possible that an artillery unit might have some bases whose fire zones pass through cover, and others don't, even when firing at the same target. Some of its shooting dice will therefore be modified, while others won't.

**Prioritizing Small Arms Targets**

Small arms fire is prioritized differently because we abstract the presence of the skirmish line that would be present in front of nearly every infantry unit. Those skirmishers would not necessarily be obstructed by terrain, although the presence of friendly units would prevent skirmishers from being sent forward in certain places, and would thus still "obstruct" skirmishing.

Infantry bases may either fire a **volley**, or may **skirmish**.

**Volley**

A base may volley if it can lay down a fire zone to its front, up to short range (6BW) that does not pass through any cover, nor over the crest of a hill, prior to hitting an enemy. In other words: the fire zone for a volley must be devoid of cover for the target.

If a volleying base has no legal target directly to its front, then it may angle the fire zone up to 45 degrees to volley at a different target.

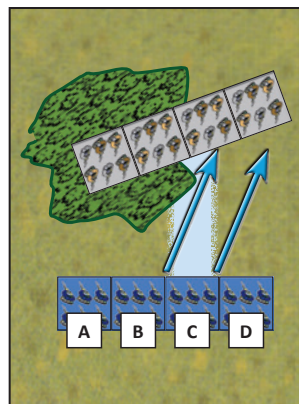
A base may not opt to skirmish if it has a legal volley target. However, if the base cannot meet the criteria to volley, then it may only skirmish.

**Skirmishing**

Skirmish fire represents the more sporadic, low-intensity fire of the skirmish line, but also the effect of infantry firing through terrain or against cover. (We call it "skirmishing" although it can also mean: "shooting at a target that has cover.") A base is skirmishing if its fire zone passes through woods or standing crops, or hits a target that is behind a wall or field works (even if not directly or immediately behind), at the crest of a hill, or behind a hill.

Skirmish fire is never obstructed by terrain or cover. Its fire zone may pass through any amount of any of the above terrain(s) for any distance until it either runs out of range (6BW), or it reaches an enemy target. It may even fire "over" a hill, against an invisible enemy on the other side of that hill, since the skirmish line is probably at various places along the crest line, if there is no enemy closer, on the crest line, blocking the skirmishers.

Remember that volleying always takes priority over skirmishing. If a base can volley, then it may not skirmish. If it has *only* skirmish targets, then targets directly in front take priority. It may angle up to 45 degrees from the shooting base's front, if the shooter does not have a legal skirmish target directly in front.



A four-base Federal unit is firing upon a four-base Confederate unit that is partly in the woods.

Federal bases A & B have no legal fire zones that do not pass through the woods. Therefore they will skirmish against the Confederates.

Base D can volley straight ahead in the open and reach the rebels.

What about Federal base C? If it fires straight ahead, it will pass through the woods, and thus skirmish. But it can angle its fire zone and reach the enemy in the open.

Thus the Federal unit has two bases skirmishing and two bases volleying.



## Shooting from Behind Cover

A base may be *in* open terrain while shooting from *behind* a linear obstacle like a stone wall or fortification. If we were able to scale the wall properly, it would be only paper thin. But most players' miniatures collections have walls that are at least several millimeters thick, meaning that we have to imagine that the shooter is simply "behind" the cover, and the fire is not really passing through the wall.

In other words, if the shooting base is right up against the wall or fortification, then the shooter's own cover is not an obstruction in his fire zone.

A base may also be "at the edge" of some sort of terrain (such as at the edge of woods), and shoot out into the open. It would not treat whatever millimeter of terrain that might be in front of it as "cover" for the enemy or obstructing terrain *when it is shooting*. Obviously, however, it would have whatever benefits that terrain provides, when the enemy shoots back at it.

## Rolling to Hit

Units firing small arms or bombardment roll one die per base. Units firing canister roll two dice per base.

Each die that meets or exceeds its **to hit number** scores a hit. Infantry bases that are skirmishing always hit only on rolls of 6. All other kinds of fire hits on rolls of 4 or higher, which can be modified in certain cases.

## Modifiers in General

It is possible that a single shooting unit might roll dice with different to-hit numbers because some of its bases apply different modifiers than others. (For example, some of its bases might enfilade the target, while others don't.) In that case, roll the dice separately or use different colors, to make sure you apply the correct modifiers to each roll.

## Dense Target

A dense target is a unit that has **three or more complete ranks**. A unit is also a dense target if the shooting base is completely behind the front line of the target unit (i.e., it "enfilades" the target.) Any type of target unit may be enfiladed. This modifier is applied only once, even if multiple conditions apply.

## Modifying Artillery Fire

Artillery bases must subtract one from each die roll if the target has **cover**. This applies equally whether the artillery is firing canister or bombardment.

## Modifying Small Arms Fire

When firing volleys, a player must subtract one from the die roll of any base that is shooting while in **difficult terrain**. (For example, an infantry unit shooting while standing in a stream or rocky ground.)

Skirmish fire is never modified. It always hits on sixes.

## When to Play Morale Cards

As he fires, the active player should mark hits on passive units with dice or any other temporary marker. After the active player completes all of his rolls to hit, the passive player may play cards for their morale values, to remove hits from his units. The passive player may use any number of cards within the limits of his hand, but no more than two cards per unit. After playing the cards, the passive player removes hits from his units, equal to the morale values shown on the cards played for those units.

*For example: the 3rd Tennessee takes five hits. The Confederate player may play up to two cards, and he chooses to do so, using a card with a "1" morale value, and a card with a "2." As a result, three of those hits are removed. The 3rd Tennessee now has only two hits.*

## One Hit Sticks

No matter how many cards he plays, with whatever values, the passive player may not remove the "last" hit from a unit that was hit by enemy fire. In other words: if the shooter scored at least one hit, then that one hit may not be removed.

*For example: the 22nd Ohio took two hits. The Federal player could play a card with a "2" morale value, but its value is wasted, since he can only remove one of those hits. He might as well use only a "1" value card, if he can spare one.*

Roll To Hit	
Skirmishing	6
All others	4+
Modifiers for ART	
+1	vs Dense Target
-1	vs Cover
Modifiers for Volleys	
+1	vs Dense Target
-1	Shooter in Diff. Terrain
To Hit: Skirmish	
All	6

### What's in the Full Game

The full game differentiates between the fire effectiveness of inexperienced recruits and experienced veterans. It also breaks artillery fire down by six categories for different types of weapons with different ranges and effectiveness. A heavy rifled cannon, for example, is more effective against targets in cover. A smoothbore Napoleon is less accurate than a rifled gun when bombarding, but more effective with canister. Meanwhile the rifled gun is a more effective counterbattery weapon, and so on. The use of Morale value is also differentiated by the condition and quality of the target unit.

The advanced rules include sharpshooters, repeaters, and other things that modify the effectiveness of both small arms and artillery fire.

### Roll to Kill



When he has finished all of his shooting, and after the passive player has had the chance to play any cards for morale values, the active player returns to each passive unit and rolls a number of dice equal to the number of hits that remain marked on that unit. This is called **rolling to kill**. Each roll of four or higher is a “kill” that requires the target unit to remove a base. Hits that fail to kill are removed without effect.

Remember that if an infantry unit is reduced by fire to only one base, that base is removed as a casualty, also, and the unit has broken. Artillery units may remain on the table with only a single base.

*Complete Example: the Federal player shoots and scores four hits on the 24th Virginia. The Confederate player plays cards to remove two of those hits. The Federal player now rolls two dice for kills. For each die that scores 4 or higher, the 24th Virginia loses a base.*

### Shooting at Limbers

When you limber a battery, it is important to note which gun bases the limber represents, by keeping them together in some place nearby. If a limbered battery takes losses due to enemy fire, the passive player chooses which of those gun bases are lost.

As long as the limber base represents at least one gun base, it remains on the table. When that last gun has been killed, the limber is removed, but it does *not* count as a killed base, toward the army’s shattered point.

Rolling to hit, and to kill, against artillery involves the same procedure regardless of whether the battery is limbered or unlimbered.

## 6. The Movement Phase

When a player invokes a movement phase, each of his units may **either** move **or** change formation. The active player may proceed in any order he likes, and he may choose differently for each unit. He must complete one unit’s action before carrying out an action for another unit.

During a movement phase, an active unit may not come into contact with the enemy. (To do so requires a charge, which is permitted only if the active player invoked a combat phase, and which is explained in chapter seven.)

All movement in the movement phase is *voluntary*: a player chooses to move a unit, and then does so.

### Movement Allowance

Each unit has a **basic movement allowance**, based upon its type. The movement allowance for artillery assumes that it is *limbered*. (Artillery movement will be explained in detail in a subsequent section.)

A unit’s movement allowance permits it to move a certain number of BWs. *For example: an infantry unit has a movement allowance of 4, meaning that it could move 4BW.*

Infantry units have their basic movement allowances halved when making **flank moves**.

	INF	ART
Basic	4	6
Flank Move	1/2	full

### Disorder

Several things can cause disorder:

- A unit that **interpenetrates** a friendly unit.
- A unit that moves through **difficult terrain**, or changes formation in, or into, difficult terrain.
- A unit that makes an **about-face, when within 6BW** of the enemy.
- A unit that **changes formation, when within 6BW** of the enemy.

### The Cost of Disorder

If he wishes for any of his units to perform any actions that would cause disorder in a movement or combat phase, the active player must invoke the phase by using two cards, rather than the normal one.

If he invokes a phase with two cards, then any/all of his units may do any of the above things. If he does not use two cards, then none of his units may do anything in that phase that would cause disorder. *(For example: without two cards, no units may interpenetrate, nor move through difficult terrain.)*

There is no “cumulative” disorder. As long as the phase was invoked with two cards, an active unit may do any number of things that cause disorder. *(For example: moving through difficult terrain while interpenetrating, etc.*

## The Direction and Path of Movement

A unit must trace a **movement path** that reflects the footprint of the unit as it moves. Thus both sides can judge whether terrain has been entered, whether units have interpenetrated, and so on.

### Moving Forward

An infantry unit's normal path of movement is forward. Forward movement is defined as: *some part of the unit's front edge is moving forward (as defined below), and no part of the unit is moving backwards.*

This may include straight-ahead movement, wheeling, and moving by the oblique, and/or any combination thereof. A unit may move straight forward, wheel a bit forward, move a bit more, oblique a bit forward, and so on, as long as it keeps moving forward.

Forward movement may be at an oblique angle up to 45 degrees. Any angle greater than 45 degrees is considered "flank" movement, and no longer "forward."

This restriction does not apply to wheeling; a unit may wheel any distance, up to its movement allowance, measured along the outside arc of the wheel.

### About-Face

A unit may about-face, **prior** to moving. It turns all of its bases 180 degrees backwards without changing anything else about its formation or footprint. There is no movement cost for it. It may only be done *before* other movement. Once a unit has moved in any other way, it may not about-face. A non-linear unit may not about-face.

Making an about-face near the enemy is difficult. A unit that about-faces when within 6BW of the enemy causes disorder.

### Flank Movement

When an infantry unit is moving in a direction other than forward, it is said to be making a flank move. This might include any of the following:

- moving backwards (retrograde) while facing forward,
- moving to the side, or at any angle greater than 45 degrees forward,
- wheeling backwards or obliquing backwards.

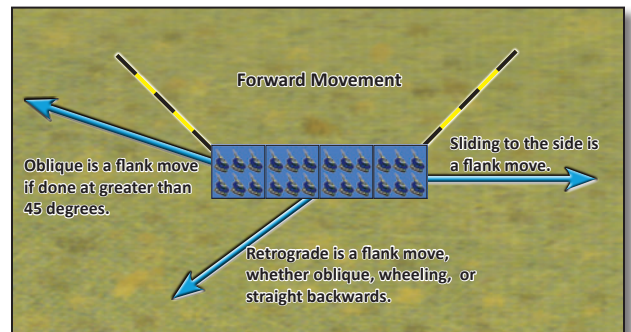
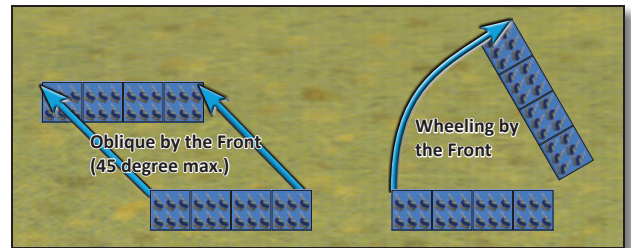
An infantry unit that will make a flank move, has its basic movement allowance halved. The active player must declare, prior to moving the unit, that it will make a flank move. If he plays a modifying card that adds to his movement allowance, then the additional distance is added to this halved amount.

(For example, the *Quickstep* card would add 2 to an infantry unit's halved allowance of 2BW, thus allowing it to move 4BW.)

An infantry unit may never combine a flank move with forward movement, in the same movement phase. A unit in a column (only one file) may not make a flank move.

### Interpenetration

An active unit may move through other friendly units, as long as it does not end "sitting on" any of them. A unit may never move through an enemy unit. Interpenetration causes disorder, and thus no unit may interpenetrate unless the active player invoked his movement phase by playing two cards.



## Changing Formation

When a player invokes a movement phase, each of his units may **either** move, **or** change formation. A player may choose from two methods of changing formation:

- by a **left- or right-face**
- by **guidon**

### Change by Left- or Right-Face

A unit may change formation by turning all of its bases perfectly 90 degrees to the left, or to the right. All bases must turn in the same direction. If your bases are perfectly square, this is very easy: simply rotate each base 90 degrees, and the unit's footprint does not change at all.

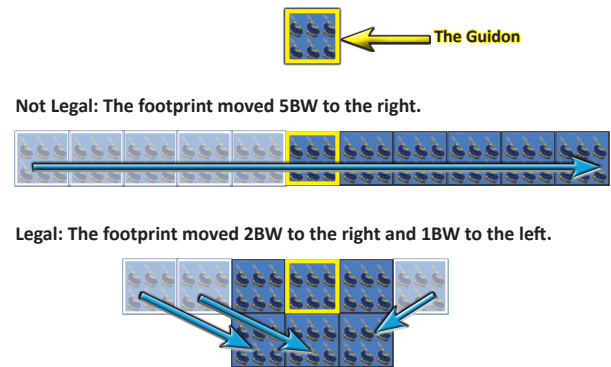
If your bases are wider than they are deep, then the line will end up having a longer footprint than the original formation had. Turn the base(s) at one end of the unit 90 degrees to the left or right. They must end perfectly perpendicular to the other bases. Then you will have to line up the rest of the bases, extending the direction and footprint of the unit accordingly.

### Change by Guidon

A unit may change formation by choosing one base of the unit as the **guidon**. The guidon base may not be moved or rotated in any way. Once he has chosen the guidon, the active player then moves the other bases of the unit to form up on that base, to the left, right or rear, but *never to the front* of the guidon.

When changing formation by guidon, the footprint of a unit may not expand or contract more than 2BW to the left and/or right. The simplest way to measure this is to count how many bases are to the left and right of the guidon. That number of bases may not increase or decrease by more than two.

There is no limit on how far a unit's footprint may travel to or from the rear of the guidon, when changing formation. And no formation change ever permits bases to be placed in front of the guidon.



## Formations and Terrain

When changing formation by left/right face or guidon, it is not necessary to trace the movement of each individual base as it moves from one position in the old formation to a different position in the new. For example: if the unit is very close to difficult terrain, you do not have to move each base to make sure it doesn't pass through the terrain. Rather, you need only concern yourself with the initial location and final location of the unit, and whether either would be in the difficult terrain. If any portion of the unit *begins or ends* the formation change in difficult terrain, then the formation change causes disorder, and thus may not be done unless the active player invoked the phase with two cards.

## Formations and Interpenetration

Friendly bases do not really "move" from one spot to another during a formation change in the same way that a unit would move, and thus do not interpenetrate friendlies. A unit's bases may theoretically interpenetrate any number of friendly units during formation change, **without causing disorder**, as long as the unit ends in a legal formation, and not "sitting on" any other base, friendly or enemy.

## Changing Formation Near the Enemy

Changing formation near the enemy is difficult. Consequently, a unit that changes formation when within 6BW of the enemy causes disorder, and thus it may not do so unless the active player invoked the phase with two cards. Changing formation near the enemy is defined as: the active unit was within 6BW of any enemy unit, prior to its formation change or after it.

### What's in the Full Game

Longstreet includes non-linear formations that can conform to terrain, and thus also more ways to change formation and deploy units.

Cavalry units can mount and dismount, and units can deploy into and out of field works.



## Artillery Movement Allowance

The basic movement allowance of 6BW shown for artillery refers to a *limbered* artillery unit.

## Limbered Artillery Movement

Limbered artillery units may always move in any direction or facing, turning any number of times as they do so. As long as they can trace a path of movement 1BW wide, they do not have to concern themselves with facing or direction until they complete their movement.

## Artillery Prolong

An *unlimbered* artillery battery may move up to 1BW, in any direction, without needing to limber. This is called “prolong.” It may do this through/into any terrain that is passable to it.

Prolong is the only type of movement permitted for an unlimbered artillery unit.

If an artillery unit prolongs into or through difficult terrain, it causes disorder. It may thus only do so if the active player invoked the phase using two cards.

A modifying card that adds 2BW to a unit’s movement allowance would increase the prolong movement allowance to 3BW.

## Artillery Units Changing Formation

To unlimber an artillery unit, replace the limber with an unlimbered (gun) base, facing any direction, and with as much of its footprint as possible on or over where the limber was. Then form up the other gun base(s) of the battery abreast, alongside that one, on either or both sides, as you prefer.

To limber an artillery unit, replace any of the unlimbered (gun) bases with a limber, facing any direction, with as much of its footprint as possible where the gun base had been. Remove the other gun bases, leaving only the limber.

In either case, the changed formation may not overlap any units upon completion, and may not be forward of where the front line of the unit had been, prior to changing formation.

An artillery unit may not limber or unlimber even partially in impassable terrain. If it limbers or unlimbers in difficult terrain, it causes disorder, and thus can only be done if the active player invoked the phase using two cards.

# 7. The Combat Phase

When he invokes a combat phase, the active player may charge with any of his eligible units, into contact with the enemy. After moving all charging units he must resolve the ensuing combats. Charging the enemy is also called “**attacking**” him. An enemy unit defending against a charge is the **target** of the charge. The result of charges will be **combats**, in which the charging units are on the **attacking** side, and the target units are on the **defending** side.

## Limitations on Charging Units.

Prior to moving a unit, the active player must determine whether or not the unit is eligible to charge. Artillery units may not charge. Infantry units may charge, if they are **not** marked with smoke.

## The Charge Move

A unit may charge only for the purpose of contacting the enemy.

When he declares that a unit will charge, the active player moves it directly forward, up to its full movement allowance, until it contacts the enemy. Unlike the movement in a movement phase, he has no option to change formation, oblique, move by the flank, nor about-face.

If the active player desires, a charging unit may begin its move by making a **limited wheel forward**, no more than 1BW. After this wheel, the remainder of the charge move may only be directly forward to contact. As with normal movement, any distance traveled in the wheel is subtracted from the remaining movement allowance for the charge move. The wheel itself is not “the charge.” A unit may not contact the enemy while wheeling. It may only contact the enemy with straight-ahead movement, after completing any wheel.

It is legal to charge an enemy that your charging unit could not have plausibly “seen” at the start of its charge move. (Typically, this involves charging over a hill to attack an enemy on the other side.)

## Charging and Disorder

If you wish to charge through difficult terrain, or to interpenetrate a friendly unit during a charge move, you must invoke the combat phase by using two cards. Otherwise, a charging unit may not interpenetrate friendlies, nor pass through any difficult terrain.

### Mandatory Targets

If a unit could legally charge two or more targets, then the active player must charge the closest of those targets that can be reached in a legal charge. It is possible that an enemy unit might be closest, but unreachable or illegal (in terrain that the unit is not permitted to attack, or blocked by a friendly unit, etc.) The closest target unit that can legally be reached, is “the closest” for these purposes. If two eligible targets are equidistant, both “closest,” the attacker may choose one (or charge both).

“Closest” refers to the enemy unit that could be reached with the smallest expenditure of movement allowance, not necessarily the closest in a straight line.

### Contacting the Enemy

When an active unit charges into contact with the enemy, it stops at the moment of contact with the first enemy base in its path. Neither the active nor passive side “squares up,” nor adjusts in any way.

A charging unit may only contact the enemy with its (the charging unit’s) front edge. It may never charge in a way that its flank or rear edges come into contact with any enemy unit. If its charge move would bring it into contact in that way, then it may not charge.

A charge move must result in at least part of the target being directly to the front of the charging unit, otherwise the unit may not charge. It is possible for an attacking unit to contact more than one defender simultaneously.

### Multiple Attackers vs. one Defender

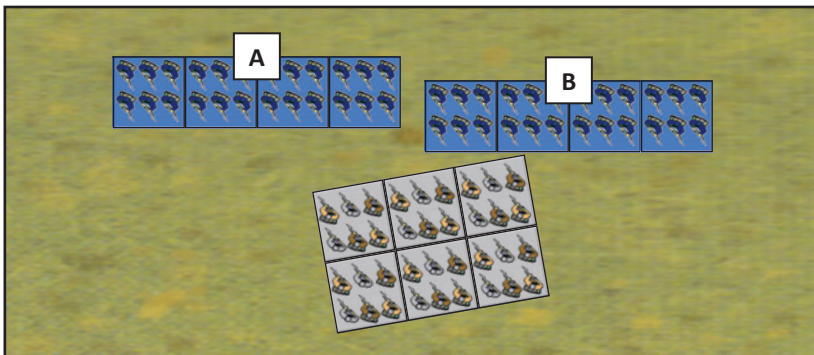
It is possible for more than one charging unit to contact the same defender, even on the same side of the defending unit. There is no limit to the number of attackers on one defender.

### Engaged

An attacking unit is **engaged** with every defending unit that contacts its front edge.

If — and only if — it contacts at least one enemy on its front edge, then it is also considered to be engaged with every other enemy unit that is **directly to its front and within 1BW**. An active unit is “attacking” every passive unit that it engages.

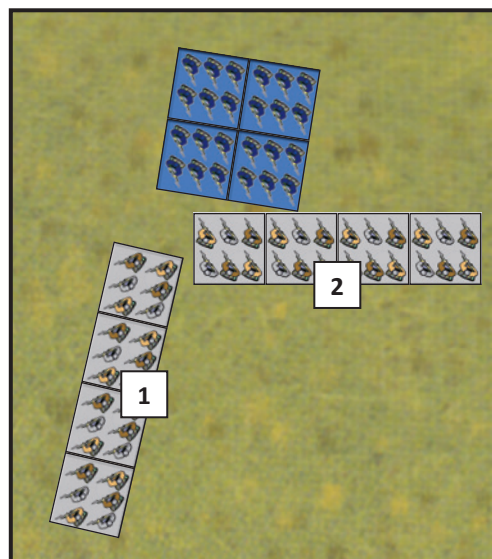
A defending unit is engaged with every unit that is attacking it.



**Engaged**  
The Confederate unit charged into contact with Federal unit B, and stopped at the moment of contact. Doing so, however, also means it is now engaged with Federal A, as well, since A is within 1BW and directly to the front of the Confederate unit.

### Flanked

A passive unit may be flanked only by an enemy that physically contacts its flank or rear edge. An attacker can still *engage* a defender whose flank is within 1BW of the attacker’s front, but the defender is not considered “flanked” unless the attacker *contacts* the defender’s flank or rear edge.

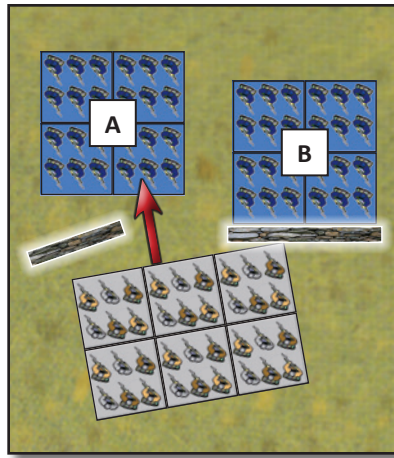


The Federal unit charged into contact with Confederate unit 2. Confederate unit 1 is within 1BW and directly to the front of the Federal unit. The Federal unit is also entirely behind Confederate 1’s front line. Nonetheless, the Federals do not physically contact Confederate 1. Thus, the Federal unit is engaged with both Confederate units, but neither is flanked.

## Cover for the Defender in Combat

Walls, field works, hill crests, and fences can provide cover to the defender, if he is on one side of them and the attacker is on the other. A defender does not have to be perfectly squared-up or flush behind the terrain to have cover from it; he needs only for the terrain to intervene between him and the attacker.

Sometimes it is unclear whether a defending unit has cover, because the covering terrain does not entirely intervene between opposing sides. In such cases, determine whether it is possible to draw a straight line from any point of the attacking unit's front, in the exact direction of his facing, to any point of a target or defending unit, *without* passing through cover. If so, then the target or defending unit does not have cover.



### Cover in Combat

The Confederates charged and are engaging two Federal units.

It is impossible to draw a straight line from the Confederate front, in the direction of his facing, and reach B without passing through the wall. Thus B has cover.

But one can easily draw such a line without crossing the wall, between the Confederate front and unit A, and thus A does not have cover.

## The Combat Resolution Process

After all charge moves are completed, the two sides resolve all combats in the following sequence:

If an attacking unit engages multiple defenders, it must allocate its dice to the different defending units. The active player marks this temporarily using the dice that unit will roll against each defender.

The passive player rolls dice for each of his engaged units, to calculate each unit's **defense score**. As he calculates each unit's defense score, he should mark it temporarily with dice whose pips show the score and will serve to remind both sides.

The active player rolls to determine his **attack scores** against each defending unit. If needed, he places a die or dice (of a different color from the defender's) next to each defending unit as he does so, to remind both sides of the attack score in each case. After he completes this step, it should be clear to both sides that every defending unit has a defense score and an attack score.

*Note: the attacker calculates a different attack score against each defender. In other words, attacking units themselves don't have scores. But rather: each defending unit has two scores: one that its own player rolled, for its defense value, and one that the attacker rolled, representing all attacking units and portions of attacking units against it.*

The players examine each defending unit's attack and defense scores, to determine the outcome for both sides. Units from either side might lose bases, and/or fall back.

## The Number of Dice to Roll

To each unit's basic number of dice, the player adds any dice from modifying cards, or from any advanced rules such as commander personality, etc. Regardless of modifiers, **no unit may have more than ten dice** in combat. Ten dice is an absolute maximum per unit, even if the player can add more dice due to advanced-game rules.

It is possible that an attacker might roll more than ten dice against a defender (*for example, two large units attacking a single defender*). But no *individual* attacking unit may ever have more than ten dice to allocate.

## Allocate the Attacker's Dice

An attacking unit has **one die for each of its bases in its front two ranks**. Note that an attacking unit does not count bases in its third or subsequent ranks.

In a simple case where one attacker engages one defender, all of the attacker's dice are allocated against that one defender. However, when the attacker engages more than one defender, he must allocate his dice among defending units. The active player may divide its dice between defending units as he pleases, with the following limitations:

### Combat Resolution

#### (after all charge moves)

1. Attacker announces dice allocations.
2. Calculate Defense Scores.
3. Calculate Attack Scores.
4. Resolve Combats:
  - Passive player may use cards for morale value: 1 card if vulnerable; 2 cards otherwise. One hit sticks.
  - Defenders who lost combats take losses and fall back.
  - Attackers still engaged take losses and fall back.

- Defenders that physically contact the attacker may not receive fewer dice than defenders that are merely “engaged” (i.e., not in base-contact.)
- If the attacker physically contacts two or more defenders, then he must identify how much of his frontage each defender occupies. The defender that occupies the most of his frontage may not be allocated fewer dice than any other defender.
- “Occupying the frontage” of an attacker is defined by imagining lines extending forward from every file of the attacking unit. Each defending unit “occupies” (i.e., has its footprint in) the space of one or more files of the attacker. The defender that occupies the largest number of files occupies the most of the attacker’s frontage. If two or more defenders occupy an equal portion of the attacker’s frontage, then the attacker may choose which defender occupies “the most.”

The allocation priorities are applied in that order: defenders in base contact take first priority, and then if there are multiple defenders in base contact, the one that occupies the most of the attacker’s frontage takes priority.

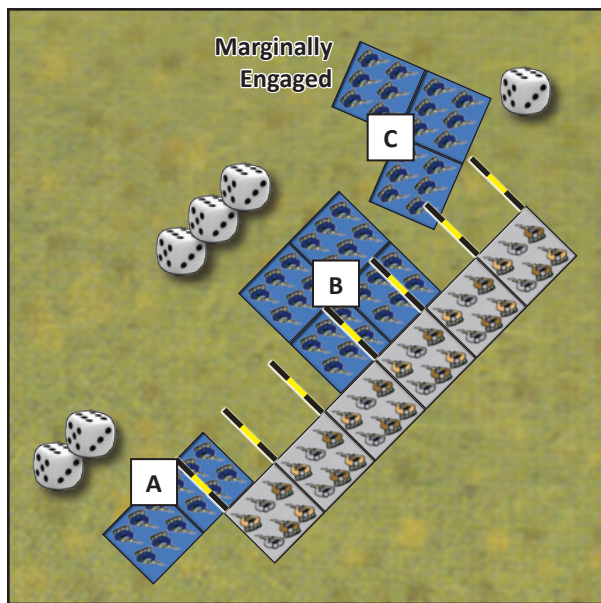
Within these limits, the attacker must try to divide his dice as evenly as possible among the defenders. “Evenly” in this context means that there is the least possible difference in the number of dice allocated to different units. *For example: an attacker with six dice contacts two enemy units. He must allocate three to each; he could not allocate four dice to one defender, and two to the other.*

### Marginally Engaged Defender

If he wishes, the attacker may opt to allocate only a single die to a defender that is **not** in contact **and** occupies less than half of the attacker’s front. (Or, he could opt to treat that unit per the normal rules, above, and divide his dice evenly, to include that defender.)

### Insufficient Dice

If possible, an attacker must allocate at least one die to each defender. But in rare cases where the attacker has more enemies than dice, he may choose which defenders are not allocated, within the limitations of the priorities above. In such a case he may not allocate *more* than one die per defender.



### Allocating Dice Against Multiple Enemies

A six-base Confederate unit charged and simultaneously contacted Federal units A and B. It is also within 1BW of Federal C, and thus engages all three units. The Confederate player has six dice. He must allocate them as evenly as possible, within the following limitations:

Federal A occupies only one file of his front, but it is an enemy in contact, so he can’t give it just one die if he is able to allocate more.

Federal B – the other enemy he physically contacts – occupies three files of his front (more than any other defender.) The Confederate player can’t allocate fewer dice to B than he does to anyone else.

Federal C is engaged but not in contact, and occupies less than half of the attacker’s front. Thus it is only marginally engaged, and the Confederate player opts to allocate only a single die to it. He divides his five remaining dice between the two defenders that he contacts.

Note that this isn’t a very good attack. It would have been better to use a more compact formation, and try to attack fewer enemies.

### Calculate Defense Scores

After the attacker has allocated his dice, the passive player calculates the defense scores of each of his units that has been engaged by the attacker. A defending unit, unlike an attacking unit, gets **one die for each base**, no matter how many ranks it is in.

### Rolling to Defend

The passive player now rolls the dice for each defending unit, in any order he chooses. This is called “**rolling to defend.**” For an infantry unit or an unlimbered artillery unit, each die that rolls four or higher is a success.

The cumulative number of successes is that unit’s **defense score.** Mark the unit temporarily by placing a die or dice next to it, showing the score. It is possible for a defender to score no successes at all, in which case his defense score is zero.

### Modifiers to Defend

If a defending unit is even partially in difficult terrain, then it applies a -1 modifier to all of its rolls to defend.



### Artillery Units Defending

An unlimbered artillery unit was often capable of defending itself from attackers to its front by firing canister at them until the last possible minute. The artillery was vulnerable, however, when attacked from the flank.

If attackers engage it only to its front, an unlimbered artillery unit rolls to defend on scores of four or higher. Otherwise, if it is flanked, it is vulnerable.

<b>Rolling to Defend</b>	
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INF - OR - Unlim. ART	<b>4+</b>
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Vulnerable (never modified)	<b>6</b>
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### Limbered Artillery in Combat

A limbered artillery unit was virtually helpless in combat, but was so mobile that it was very hard to “catch,” especially by infantry units. Thus a different process determines its fate. The limbered unit rolls two dice and keeps the higher of the two results. Place the die beside the limber model; it will be consulted during the combat resolution.

<b>Modifier:</b>	
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<b>-1</b>	Difficult Terrain
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### Vulnerable

An infantry unit is vulnerable if it has been flanked. An artillery unit is vulnerable if it is limbered, or if it has been contacted on a flank or rear edge by an attacking unit. A vulnerable defender always and only hits on rolls of **six**, regardless of any possible modifiers.

### Calculate Attack Scores

After all defending units have rolled their defense scores, the active player rolls to establish his *attack score against each defending unit*. He proceeds one defending unit at a time, in whatever order he prefers, rolling for all of his units and portions of units against that defender. He establishes his attack score against that defender, before rolling against another defending unit.

Remember that the active player has already allocated all of his dice, prior to the defender making any rolls. Now that the defender has rolled, the attacker can't change any of his dice allocations. He rolls those dice that he allocated against each defender.

Multiple attackers may have allocated a *total* of more than ten dice to a single defender, but no attacking unit should have had more than ten dice to allocate.

### Rolling to Attack

Each attacker's dice is successful if it scores four or higher. Each die can be modified:

Those dice from a unit that is attacking a defender who has cover, apply a -1 modifier.

Attacking dice are modified with -1 if the attacking unit is even partially in difficult terrain. It does not matter whether the unit charged *through* difficult terrain en route to the defender; only whether it is in difficult terrain at the time of contact. It does not matter if the bases in difficult terrain are bases that could not be rolling to attack (such as bases in the third rank); if **any** bases of the attacking unit are even partly in difficult terrain, this modifier is applied to all bases. A unit only applies this modifier once, even if it is in more than one type of difficult terrain.

The attacker counts all the successes he rolled against this defender and then places a differently-colored die beside the defender, to mark them. Then he rolls against the next defender, etc.

### vs. Vulnerable Defender

Add +1 to all dice that are allocated against a vulnerable defender.

When there is more than one attacker against a single defender, all dice allocated against the defender receive this modifier if that defender is vulnerable. *(For example: you might attack a defender from both the front and the flank. Because you flanked him, he is vulnerable, and thus dice from both of your units are modified.)*

<b>Rolling to Attack</b>	
<b>4+</b>	

<b>Modifiers:</b>	
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<b>-1</b>	vs Cover
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<b>-1</b>	Difficult Terrain
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<b>+1</b>	vs Vulnerable Defender
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### Attacking Uphill

Because terrain pieces vary considerably from player to player, be advised that not all games will have hills with a clearly-defined crest. However, if they do, then a defending unit at the crest receives cover against an attacker coming up the hill against that defender, assuming the attacker is doing so only against that side of the defender (the side protected by the crest.)

### Different Scores

Note that an attacking unit might need to roll different success scores for different defenders. One defender might have cover, for example, while another doesn't.

## Resolve the Combats

After the attacker has finished rolling all of his attack scores, the players resolve the combats in the following sequence.

## Establish the Combat Difference for Each Defending Unit

Every defending unit should have two numbers beside it: its own defense score, and the enemy's attack score against it. Every defending unit is therefore able to express the result as a **combat difference**: a positive or negative integer resulting from subtracting the lower score from the higher. (*For example: the defender scored 6 and the attacker scored 4. The combat difference is thus: Defender +2.*)

If the two scores are the same, the combat difference is zero. The defender wins such a "tie."

## Resolve Defender's Losses First

Each defending unit whose defense score is lower than the enemy's attack score against it has **lost** the combat by that difference. Because it lost, it will have to fall back. And it must lose a number of bases equal to that difference.

## Playing Cards for Morale

For each of his units that lost a combat, the passive player may play cards for their morale value to mitigate some of that loss. He may play any number of cards within the limits of his hand, but only a certain number per unit:

- He may play no more than **one card** for a unit that is **vulnerable**.
- For a unit in any other situation, he may play up to **two cards**.

Each point of morale value saves one base from being removed.

*For example: A defending unit (not vulnerable) lost by a difference of four. The defender could play cards with morale values totalling three, and thus his unit would lose only one base.*

## One Loss Sticks

No matter how many cards he plays, with whatever values, a unit that lost a combat will still lose one base.

*For example: the 22nd Ohio was defending and lost the combat by a difference of two. The Federal player could play a card with a "2" morale value, but its value is wasted, since he must remove a minimum of one base from a unit that lost a combat. He might as well use only a "1" value card, if he can spare one.*

If a defending unit lost by a difference of one, the passive player may not play a card for it.

## Examples:

- **Atk Score: 3 / Def Score: 2.** The defending unit lost by a difference of 1. The passive player may not play a card to prevent the loss of that one base.
- **Atk Score: 5 / Def Score: 1.** The defending unit lost by a difference of 4. The passive player may play up to two cards. Since one base must be lost, his best play (if he can spare them) would be to use a "1" value card and a "2" value card, and thus his unit loses only its mandatory one base for losing the combat.

If the defender's loss of bases — after he has the chance to play morale cards — results in an infantry unit being reduced to one base or less, then that defending unit has broken and any surviving base is removed. An artillery unit may be reduced to one base, and remain on the table.

## Defender Falls Back

After he has removed all bases from all the units that he is required to, the passive player, in any order he desires, must fall back with those defending units that lost combats.

The morale cards can prevent almost all base losses, but they cannot change the fact that the defender lost and will have to fall back.

An unlimbered artillery unit that must fall back is first limbered; i.e., the battery is replaced with a limber and then it falls back.

### What's in the Full Game

*Longstreet's* combat system is based upon the **Elan** of attacking units, versus the **Discipline** of defending units. Eager recruits are enthusiastic on the attack, but shaky and unpredictable in defense. Experienced veterans are less eager to fix bayonets and charge, but steadier on defense and more reliable.

The game also covers the use of cavalry in combat, both mounted and dismounted. While ineffective against the front of a formed enemy, mounted troops still have an opportunity to deny parts of the battlefield to the enemy, and can wreak havoc on a surprised artillery unit or limber.

The advanced rules include the role of "heroes" in regiments, whose presence can inspire the unit to greater feats. Rules also address the use of field works and entrenchments, and other variables in combat.

## Limbered Artillery in Combat

A limbered artillery unit calculates its defense score differently from all other kinds of units. It rolls two dice and keeps the higher of the two results. The die roll it keeps is its defense score.

Compare its defense score to the attack score rolled against it. If the limber's score is equal or higher, then it survived the combat without loss. It will fall back. If it scored lower than the attack score against it, the artillery unit was broken; remove the limber from the table. All gun bases that it represents are lost.

The passive player may play up to one card, adding its morale value to the limber's defense score, after he sees the attacker's score against it.

### Example of a Limbered Artillery Unit in Combat:

A limbered artillery unit was charged by an enemy infantry unit. It rolls two dice and takes the higher of the two scores. That result is a "4." The infantry now rolls its attack score, as it would against any other defender. Its attack score is "5."

The limber is in trouble, but the passive player plays a card with a morale value of "2." The limber's final score is now 6, and it therefore escapes unscathed. Had the passive player not used that card, the attacker would have caught and destroyed the limbered battery.

## Resolve Attacker's Losses

After all defending units that lost combats have fallen back, the only defending units left engaged with attacking units should be those whose defense scores were equal or greater than the attack scores against them. Those defenders have won their combats (a tie is a win for the defender.) Attackers still engaged with them, therefore, have lost the combats.

Each attacking unit that is still *engaged* with a defender (whether or not he is still in base-contact with any defenders) at this step, must **lose one base**.

After the active player has removed all those bases that he is required to, all attacking units that lost combats must fall back. The active player may fall back with them in any sequence he desires.

## Falling Back

Falling back is *involuntary* movement. Attacking or defending units might fall back from combat.

If a unit must lose one or more bases and fall back, then it always removes the bases prior to falling back. This might have an effect upon its footprint, and the conditions under which it falls back.

## The Distance of Falling Back

A unit that must fall back rolls **two dice**. An active unit (such as an attacker in combat) picks the lower of the two. A passive unit picks the higher of the two. The resulting number is the minimum distance in BW that the unit must fall back. A unit must fall back until it meets both of these criteria:

- It is at least that distance from the enemy unit(s) with which it was engaged, and
- It is not within 1BW of **any** enemy unit.

As soon as the unit meets those criteria, its fall-back move ends.

If a unit ends its fall-back move "sitting on" a friendly unit, then it must keep falling back until it finds space.

## The Direction and Path of Falling Back

A unit may fall back only to its flank or rear. It does not about-face prior to, nor at any point in, the fall back move.

The path of its fall-back move does not have to be straight, but the unit must be able to trace a path, as in normal movement, through which its entire footprint may legally move as it falls back. That path and the unit's resulting footprint may not pass forward of its initial position.

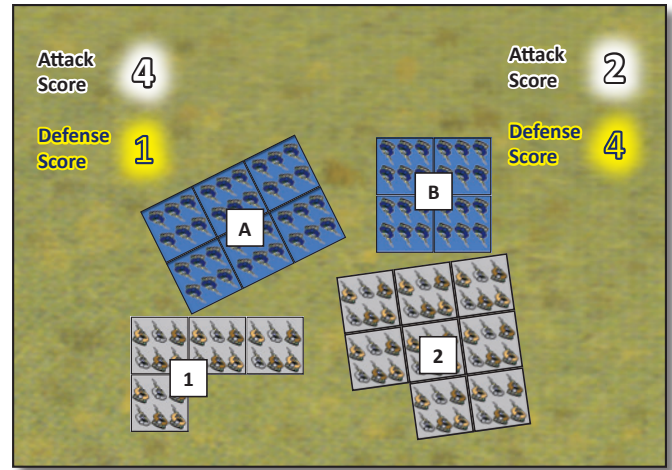
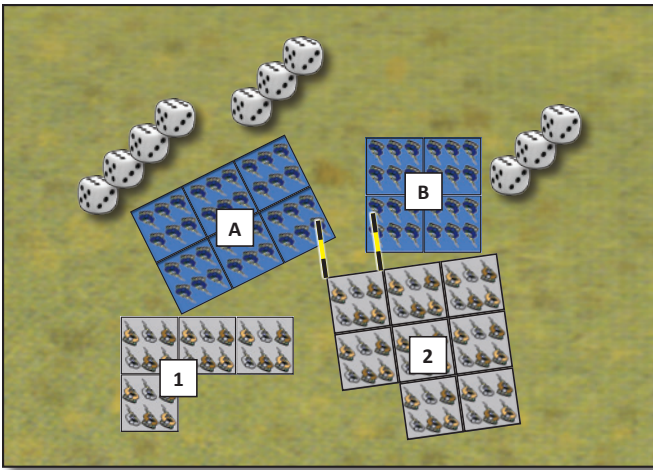
A unit may never fall back through impassable terrain or an enemy unit.

The fall back path must be the shortest legal path to reach the closest legal place where it can end. You may not artificially extend the length of a fall back move to your advantage (*for example: deliberately remaining close to the enemy so that you can't stop falling back, in order to end in some advantageous spot.*)

## Vulnerable Units and Non-Linear Units

A defender that is vulnerable (e.g., flanked, in a column) or a non-linear defender, must end its fall-back move in a linear formation. It may be a different formation from what it had prior to the combat resolution.

The unit's footprint for its fall-back move is based upon the formation in which it ends the fall back. (*For example: if it was in a column, and ends its fall back move in a three-file formation, then its path was 3BW wide.*)



**Multi-Unit Combat Resolution...**

The Confederate player charged two units into contact. Confederate 1 charged Federal A, and Confederate 2 charged Federal B. Note that Confederate 2 just barely also engages Federal A.

First the Confederate player allocates his dice. Confederate 1 is easy: all four of his dice will roll against Federal A.

Confederate 2 is a bit trickier. It is in three ranks, so those two bases in the third rank don't count at all. Confederate 2 gets only six dice. He is only marginally engaged against Federal A (not in contact, and it occupies less than half of his front.) So he could opt to devote only one of his dice to A, but he decides instead to split his six dice, and thus three dice go against each Federal defender.

Had the Confederate player charged Federal B just a bit more to the right, he would have been able to concentrate all of its strength against Federal B.

As it turns out, a total of seven Confederate dice will roll against Federal A, and only three dice against Federal B.

**...and how it turned out:**

The Federal player calculates his defense scores. For unit A he rolls six dice. To his horror, only one roll, out of six dice, succeeds! Unit A has a defense score of one. (*"Well dang, what are the odds of that...?" the Confederate player draws.*)

Unit B is a different story. The Federal player rolls four dice. He scores four successes. Unit B has a defense score of 4.

The Confederate player now rolls his dice. Against Federal-A, he has seven dice. He rolls and scores four successes. Against Federal B, he rolls three dice and scores two successes.

Federal A has lost the combat by a difference of 3. The US player will have to remove three bases, but he can play morale card(s) with a value of up to 2, to mitigate at least some of those losses. Then Federal A must fall back.

Federal B has won. Thus Confederate 2 must lose a base and fall back.

**Interpenetration and Difficult Terrain When Falling Back**

Units may (often must) fall back through friendly units, thus interpenetrating them. They may also be forced to fall back through difficult terrain. Prior to falling back with any units, you may choose to discard a card from your hand. If you do, then all of your units that must fall back through difficult terrain, and/or interpenetrating friendly units, may do so without penalty.

If you do not discard a card, then each of your units that falls back through a friendly stationary unit, causes 1 base to be removed from that stationary unit. This could happen several times to several units, if you have multiple interpenetrations during the fall-back. A stationary unit might lose multiple bases if multiple friendly units fall back through it.

If you do not discard a card, then a unit that must fall back through any amount of difficult terrain must lose one base. It does not suffer this penalty more than once, even if it falls back through more than one piece or type of difficult terrain.

**Artillery Falling Back**

An unlimbered artillery unit that must fall back is first changed to a limber. A card can be played, as usual, to negate the penalty from that and any other interpenetrations during the fall back. The limbered unit must end its fall back move not "on" any friendly units. And it must fall back at least far enough so that no part of its base is within the required distance of the enemy from which it is falling back.

If a limbered battery is forced to lose a base because of falling back through difficult terrain or being interpenetrated by a fall-back, then it loses one gun base. If that was the last gun base belonging to that battery, then remove the limber from the table.

**If You Can't Fall Back**

A unit that can't fall back the minimum required distance due to the presence of enemy units or impassable terrain, is broken. Falling back off the table edge is a last resort that a unit is required to do, only if no other legal fall-back path exists. A unit that must fall back in a way that any portion of it is off the table, is broken.

It is also possible that a unit might be attacked from the rear, perhaps from multiple angles, and thus not have a legal path along which to fall back (since a unit may never fall back "forward," but only to its flank or rear.) In such a case, a unit prevented from falling back is broken.



## Frequently Asked Questions (FAQs)

### 1. Am I missing something, or is there no need for officer figures at all?

You're not missing anything. There is no need to place officer figures on the table. The game covers a relatively small distance and a literal passage of time, during which we assume that you could gallop anywhere on the table that you needed to be.

### 2. Card X is Stupid! I hate Card X. But if I remove it from the deck, I disadvantage myself.

Rather than removing cards, you and your opponents can agree to nullify the effect of any cards you want, while still keeping them in play for their morale value, and their value to invoke a phase.

### 3. I was advancing against an enemy unit, and he used a formation change by guidon to slide 2BW to his left, and thus was no longer in front of me. I know that requires an extra card, but it seemed to be a cheesy way of avoiding my attack.

I agree that in some cases it can look a bit cheesy, but it is better than most alternatives. For example, if I were to attempt to write a rule that prohibited or further restricted such formation changes when within X-distance of the enemy, it would be verbose and would create more problems and new cheesy tactics than it would solve. (What distance? In what facing? What about non-linear formations? Will this result in unrealistic "pinning" moves that prevent friendly units from reaching the enemy because formation changes are no longer allowed, and so on.) Restricting the practice to only 2BW, and limiting it to phases invoked with an extra card is, I think, a nicely simple compromise.

The best way to prevent the enemy from doing this, is to attack him by heading toward the *center* of his unit. That's not only the historically-accurate way to play, but I also like the resulting common-sense of that practice. It discourages the attacker from trying to squeeze multiple chargers into as many angles as possible.

### 4. It's hard to kill bases with shooting. I thought that most casualties in the ACW were caused by fire?

Shooting is a lower-risk means of engaging the enemy (since he doesn't shoot back), but it can also take longer to be decisive. New players often see that they can use cards to mitigate many of the enemy's hits and think "I'm bulletproof!" What they don't realize is that the enemy's fire is affecting their *cards* rather than their bases. They can only keep this up for so long, since each reshuffle results in a smaller deck. Experienced players soon learn that some cards (many, in fact) are much more valuable than a single base of troops, and thus it's often worth letting one's soldiers die, rather than giving up a chance to use a card that has a "global" effect.

### 5. Why isn't the "marginally engaged" rule applied to any defender that is just "clipped" a little? Do I really have to allocate half of my attack dice against a defender that I clipped by just a whisker?

The "marginally engaged" rule allows an attacker to (almost) ignore a nearby defender that does not pose any significant threat or challenge to his unit. But if an attacking unit contacts a defender, even if only fractionally, then he can't ignore that.

There are two easy solutions here. First, you could wheel your charging unit in such a way that it only contacts the unit you want to contact. And second, if you're going to contact a second defender, then it behooves you to have a second attacker. Charge with regiments advancing together, to bring maximum force to bear against the defender, as was done historically.

### 6. My unit must fall back. I roll a "1" for fall back distance, but what if I'm already 1BW away?

You must fall back *at least* the distance shown on the die, and until your unit is not within 1BW of any enemy. Thus, if you're already about 1BW away from the enemy, you'll still fall back 1BW.

### 7. Why can't we have one of each type of phase, each turn? Why do I have to choose?

We experimented with all sorts of sequences. It became clear that shooting needed to happen first. That turned it into a kind of "defensive fire" without having to write a "defensive fire" phase into the sequence. Then it became clear that mixing movement and combat phases in the same turn could be problematic. It allowed for a level of perfect coordination that seemed excessive and "too easy." Yes, I realize that those sorts of things are perfectly normal and permitted in many games, but that's also why many games fret with complicated sequences of play and lots of special rules to limit such interaction. I found it easier to simplify both the sequencing and thus the rules that govern it.

By forcing you to choose either a movement or a combat phase, the game incentivizes you to make the most of each, by maintaining good formations, for example, and preparing for an attack in such a way that as many of the brigade's units as possible will attack the enemy at the same time in the same direction. In other words: it's a neat and tidy way of rewarding good tactics without requiring extra rules.

#### Thank You For Trying "Longstreet Lite"

I hope you have fun and learn the basics of the game. If you enjoyed this introductory version, you will definitely enjoy the full *Longstreet* game, available from the online store at: [www.sammustafa.com](http://www.sammustafa.com). (COMING IN SUMMER 2013).

# Longstreet Lite: Quick Reference Sheet

## Sequence of a Turn

1. Option to **Reshuffle**.
2. Option for a **Fire Phase**.
3. One **Command Choice**: Movement, Combat, or Pass.
4. **Status Phase**:
  - Both sides redraw.
  - Remove smoke markers.
  - Victory.

## When Are Cards Removed from the Game?

- If played for a red-banner interrupt.
- Six are removed from the deck when reshuffling.

## MOVEMENT

	INF	ART
Basic	4	6
Flank Move	1/2	full

## SUMMARY OF MOVEMENT RULES

Each unit may *either* move *or* change formation.

### Flank Move

- May not combine with forward in same move.
- One-half movement allowance for infantry.

### Disorder (Invoking the phase requires 2 cards)

- Interpenetration.
- Moving or changing formation in difficult terrain.
- Making an about-face within 6BW of the enemy.
- Changing formation within 6BW of the enemy.

### Artillery

- Unlimbered ART may prolong 1BW.
- Limbered ART may move in any direction or facing.

### Change Formation

- By left- or right-face.
- By guidon (Add/Subtract no more than 2 files on either side.)

### Fall Back

- Roll two dice. Active side picks lower roll; passive side picks higher.
- Fall back at least that distance, but not ending within 1BW of enemy.
- Discard 1 card, for units to avoid base losses from interpenetration or difficult terrain.

## Uses for Action Cards

Purpose	Used by	Notes
Invoke a phase	Active	Any card may invoke any phase.
Modify	Active	May only modify type of phase indicated by symbol.
Interrupt	Passive	If banner is red, then remove after play.
Morale Value	Passive	To remove hits from enemy fire or combat. One hit always sticks.

## SHOOTING

### Ranges

"Short Range" (Small Arms & Canister)	6
Artillery	24

### Roll To Hit

Skirmishing	6
All others	4+

### Modifiers for ART

+1	vs Dense Target
-1	vs Cover

### Modifiers for Volleys

+1	vs Dense Target
-1	Shooter in Diff. Terrain

### To Hit: Skirmish

All	6
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### Roll To Kill

4+

## Combat Resolution

(after all charge moves)

1. Attacker announces dice allocations.
2. Calculate Defense Scores.
3. Calculate Attack Scores.
4. Resolve Combats:
  - Passive player may use cards for morale value: 1 card if vulnerable; 2 cards otherwise. One hit sticks.
  - Defenders who lost combats take losses and fall back.
  - Attackers still engaged take losses and fall back.

### Rolling to Defend

INF - OR - Unlim. ART	4+
Vulnerable (never modified)	6

### Modifier:

-1	Difficult Terrain
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### Rolling to Attack

4+

### Modifiers:

-1	vs Cover
-1	Difficult Terrain
+1	vs Vulnerable Defender