

# **Longstreet Lite: The Free Cards**

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Each player should print out this file and create his own deck of action cards.

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1

### CAVALIERS



Yankee cavalry is no match for the skilled southern horsemen.

All Confederate mounted units receive a +1 to their rolls for attack scores when charging in this combat phase.



61-63



2

### LOCAL ASSISTANCE



Southern civilians pass intelligence to the Confederate commander.

Play at the start of the enemy's turn.

You may inspect the enemy's hand, and force him to discard any two cards of your choice.



61-64



1

### OBSOLETE MUSKETS



Federal inventories of obsolete smoothbores have not been sorted out.

Play immediately after the enemy invokes a fire phase. All enemy units firing volleys apply a -1 penalty To Hit.



61-62



2

### PINKERTON INTELLIGENCE



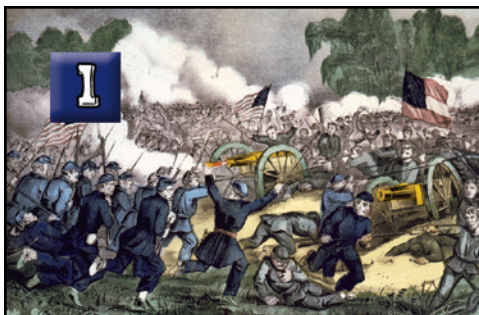
The timorous Yankee commander is reluctant to attack.

Play immediately after the Federal player invokes a Combat phase. He discards any cards that he played to invoke and modify the phase, and will now Pass, instead.



61-62

## Longstreet Lite: The Free Cards



1

### REBEL YELL



All Federal units that are charged by Confederate infantry, must re-roll all of their successful rolls to defend.



61-62



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61-64



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### BAD FUSES



Rebel gunners puzzle over the fuses scrounged from a blockade runner.

Play immediately after the Confederate player invokes a Fire phase. All successful hits in bombardment by CS artillery in this phase must be re-rolled.



62-65





1

### CORPS OF ENGINEERS

After invoking a movement phase, place a pontoon bridge, 2BW wide, across any river or stream. No Confederate unit may be within 6BW of the bridge when it is placed.



64-65



2

### RESUPPLY

The army's plentiful supply of ammunition allows your men to blaze away without concern.

One Federal foot unit may roll two dice per base, rather than the normal one.



64-65



2

### SHORTAGES

The Confederate army is chronically short of just about everything.

Play when the enemy reshuffles. He must remove an additional three cards from the game.



63-65



1

### YANKEE GUNS

Federals may re-roll all of the To Hit dice that failed, for all artillery units that are bombarding.



62-65

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63-65



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1

### AT THE DOUBLE

All charging units may add an extra 2BW to their movement allowance.



1

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### CHARGE BAYONETS



Active units may remove smoke markers at the start of the combat phase, and are thus eligible to charge.



### COLD STEEL



All attacking units receive an extra two dice in combat, although no unit may have more than ten dice.



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### CONFUSION



Play immediately after the enemy invokes a movement phase.

Choose one enemy unit: you may move it, in any legal way up to 4BW (if forward), or up to 2BW (if by the flank.) It may not contact any of your units. It may cause Disorder (but no extra card is required for it to do so).

The active side then continues with his phase, but may not move that unit.

## Longstreet Lite: The Free Cards



### EXPOSED POSITION



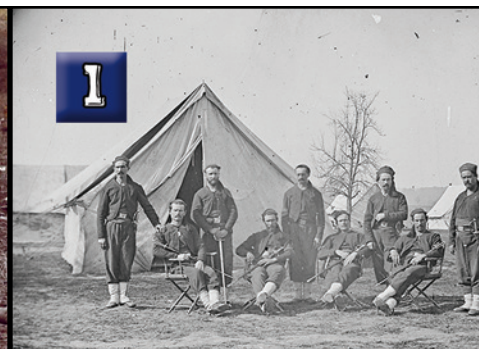
The active player may re-roll any dice that fail their rolls To Kill in this phase.



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### FRESH FISH



Green conscripts are unable to maintain good order.

Play after the enemy has completed all his charge moves, but before any rolls for combat resolution. All enemy Recruit units apply -1 to all their rolls to attack.



### GET INTO THE FIGHT



All attacking units are treated as having Eager elan for purposes of this combat phase, regardless of their actual elan.





### LIKE A STONE WALL



The defenders put up a stubborn fight.  
 Play after the enemy has completed his charge moves, but before any rolls for combat resolution.  
 All defending units roll an extra two dice in combat, although no unit may roll more than ten.



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### MOVE OUT



All active units may change formation and then move, in this movement phase.  
 It must be done in that order: each unit changes formation and moves, before the next may change formation and move, etc.



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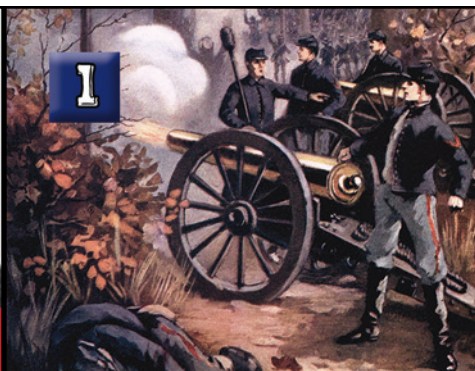
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### OLD RIVALS



An enemy colonel has hated his superior ever since they courted the same girl. He will find any reason to question his orders.  
 Play immediately after the enemy invokes a movement or charge phase. One unit of your choice will not move, change formation, or charge.



### POINT-BLANK



All artillery units firing canister may roll three dice per base, rather than the normal two.



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### POOR SURVEYING



Play immediately after the enemy invokes a movement or charge phase.  
 Place an area of rocky ground or swamp (your choice) up to 4BW in diameter, anywhere on the table that is entirely in open ground, but not under any unit, friendly or enemy.





I

### QUICKSTEP



All moving units may add an extra 2BW to their movement allowance.



I

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All moving units may add an extra 2BW to their movement allowance.



I

### RETROGRADE



All units may flank march without halving their movement allowances.



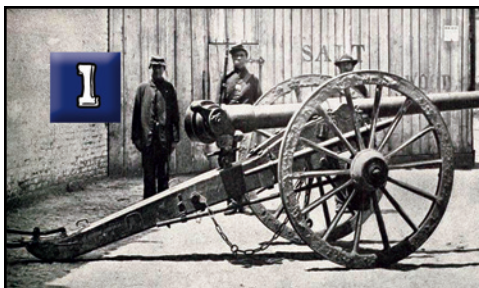
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### RETROGRADE



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## Longstreet Lite: The Free Cards



I

### SHOOT THE WHISKERS OFF A CAT



All active artillery units that are bombarding may roll two dice per base, rather than the normal one.



I

### SKIRMISH LINE



One veteran foot unit may roll two dice per base when skirmishing in this phase.  
If the unit has a sharpshooter, then up to four of those bases (8 dice) receive that benefit, also.



2

### THEY COULDN'T HIT AN...



An accident or a lucky sniper has taken down the enemy commander or one of his aides.  
Play at the start of any enemy turn in which he has at least one unit within 6BW of one of your units.  
The enemy must roll a die and then discard that many cards from his hand. If he rolls higher than the number of cards remaining in his hand, there is no additional penalty.



I

### THICK SMOKE



Play immediately after the enemy invoked a fire phase. All fire by enemy foot units is treated as skirmish fire this turn.



1

### TRACKLESS



*Play at the start of the enemy's turn.*

*All woods will be difficult terrain for all active units in this turn.*

*Woods obstruct small arms fire this turn in the same way they obstruct artillery: the fire zone extends only 2BW after passing through any woods.*



2

### A WITHERING FIRE



*All active foot units may re-roll their dice that failed To Hit.*

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