

Longstreet

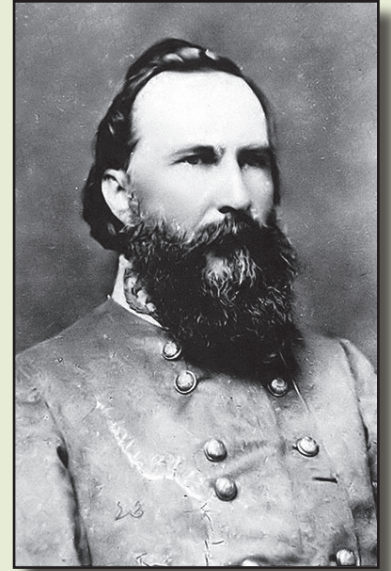
Introducing the new game by **Sam A. Mustafa**

"I fear we shall go, a little at a time, till all will be lost."

—Gen. James Longstreet, 18 August, 1863

The man we remember is the man who was already broken. We think of the big, sad eyes, the unsmiling mouth framed by a long beard. He likely knew by then that the South was going to lose the war. The heavy burden of that knowledge, rarely evident to his soldiers, in retrospect seems to define him: Longstreet the skeptic, the curmudgeon, perhaps even the defeatist.

There had once been another man, very different, who had begun the war as a brigadier of volunteers. He was imposing: tall, broad shouldered, barrel-chested, immensely strong. Yet everything about him seemed light. He was Longstreet the prankster, the joke-cracking cadet who had barely squeaked through West Point with poor grades in almost every subject and a full selection of all the demerits one could amass. Longstreet the merry, who enjoyed a good drink and a night of playing cards with friends. Garrulous and outgoing, he befriended even the taciturn, lonely Ulysses S. Grant. He introduced Grant to his cousin Fred Dent, who later became Grant's roommate at West Point, and whose sister Julia became Grant's wife. Longstreet was in the wedding party.



When secession came he made his political decision quickly and easily, but the personal decision haunted him, for he had many northern friends. Although he could hold a grudge, and although he could be a stubborn and determined rival, James Longstreet did not hate the enemy. He was a professional, and above all a humane man.

In battle Longstreet was steady, deliberate, and unflappable. His conduct was guided by an admirable concern for the lives of his men, a basic thoroughness and cautiousness that meant, as he rose in rank and importance in the Confederacy's premier army, he remained in the shadow of more dramatic characters like Jackson and Stuart. His mood began to darken. In early 1862 scarlet fever killed three of his children. He returned to the army in grief. The card games ceased. He began to quarrel with other commanders, particularly with A.P. Hill, whom he believed had disrespected him and gone behind his back to the Richmond newspapers.

Despite four years of nearly-constant service, Longstreet was never seriously considered for command of an army. His two independent assignments in 1863 were failures. The southside Virginia operations were terminated without decisive result when Lee recalled him to the army. His campaign to retake Knoxville for the Confederacy was a hopeless effort, given too few troops and virtually no logistical support. An embittered Longstreet turned on his subordinates and colleagues.

And yet he fought on, to the very end, even after friendly fire nearly killed him in 1864. Longstreet was there at Appomattox, resolved to fight it out, but knowing that his old friend Grant would offer terms generous enough to bring the struggle to its end.

When at last it was all over, what southerners found unforgivable about him are the things that in retrospect seem most attractive in his personality. He accepted the outcome and lived his life. He resumed friendships with northerners like Grant, Rosecrans, and Porter. And he refused to romanticize or inflate the cause, going so far as to suggest that the now-sainted Lee had made mistakes. In southern eyes, his most egregious treason was becoming a Republican and participating in Reconstruction. He lived just long enough to see the dawn of the new century, the American century, of a unified nation.

The Premise

In the Summer of 1861, as the armies gather for the coming struggle, you have been given command of a brigade of volunteers. Perhaps you got the job through your political connections in your home state or in the national government. Perhaps your credentials from West Point or your service in the Mexican War resulted in this appointment. Perhaps you were simply the right man at the right time. Very soon, you and your green troops will be tested.



As time goes by your units will suffer losses and shrink in size. New units will join your command. Older units, though smaller, will become more experienced and effective, although perhaps also less eager to get into harm's way. The army will change, reform, and evolve, and you will adapt to those changes. You, too, will change. You will gain experience that has practical application. You will be promoted. You may soon command a division, or perhaps eventually even an army corps. And God forbid, you might be wounded.

But all of that lies ahead. Right now you must concentrate on the mission before you: getting your little brigade through its baptism of fire, and winning glory for yourself, your men, and your cause.

The "Fast Facts"

When?

Longstreet will be available in the second half of 2013.

What figure sizes and bases are supported?

As with all HONOUR games, *Longstreet* uses measurements in Base-Widths (BW's), so that you may use any table, figure sizes, and any bases that you already have, or wish to have.

What is the game's scale? Is it for big battles or little skirmishes?

Longstreet is a game about commanding brigades and divisions, small forces in the midst of great battles. Infantry and cavalry units represent regiments. Artillery units represent batteries. A single base typically represents 60-80 men, or a section of two guns.

Is it a card-based game like *Maurice*?

Yes. The game has some basic similarities to *Maurice*, but it is a completely different system. Each player uses his deck of action cards to command, move, and fight his force. The cards are also used to represent the growing exhaustion of the force, as well as events that occur during the battle, but which will have an effect after the battle.

Can I use it for large, multi-player games?

Yes! *Longstreet* can be played as a small 1-vs-1 game for two players. But it is infinitely expandable. The game keeps track of the ranks of players (even the seniority of officers at the same rank). When you gather your friends for a big game, each player brings his force, his pack of cards, and his "character." If you have enough people, figures, and space, you can easily recreate large battles (or invent your own.) The most senior player will command on each side.

How Does Longstreet Play?

In order to play, you will need the *Longstreet* card pack, available from the HONOUR online store (www.sammustafa.com). Each player will need his own pack of cards. To play the **basic game**, each player uses the **action cards** from that pack. The basic game enables two players to set up an informal game or historical scenario, and play it to completion in an average of 2-3 hours. The advanced game, which features the grand campaign, also has rules for large multi-player games, creating historical scenarios, and a variety of historical “flavor” rules, from repeating rifles to US Colored Regiments, to entrenching, and much, much more.

Basic Game Play

Game play is driven by the **action cards**, which are played to invoke **phases**, during which game actions occur. Each side keeps a hand of action cards that he draws from his action deck. Each card has several symbols and information, indicating that it has the potential to do more than one thing, but can only ever be used for a single thing at any given time. Thus, the players always have to make difficult choices to use a card for one purpose and miss the chance to use it for another purpose.

At the beginning of his turn, the active player declares whether or not he will **reshuffle**. Doing so enables him to return discarded cards to his deck, but each time he reshuffles, he must deal off the first six cards and remove them from the game. Thus his force gradually becomes more exhausted, and his options narrow as time progresses.

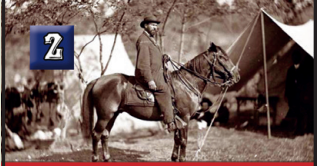
In his turn, the active player chooses whether or not to invoke a **fire phase**. If he does, he must play an action card for it. After the fire phase (if there is one) is concluded, the active player may make **one command choice**, for which he has three options. He may invoke a **movement phase**, or a **combat phase**, or he may **pass**. In the first two cases (invoking a phase), he must play a card to do so. If he chooses to pass, then he proceeds instead directly to the **status phase**.

When he invokes a phase, the active player may also play a **modifying card** to improve the performance of his units in that phase. For example, he might invoke a fire phase, and modify it with a modifying card, and then invoke a movement or combat phase, and modify that phase with another modifying card.

The passive player also has opportunities to play cards. He may have cards with **interrupts** on them, in which case he may play them in his enemy’s turn, to inject complications into his enemy’s actions. He may also play cards for their **morale numbers**, to remove hits from his units that were caused by enemy fire, or to modify the outcomes of attacks against his units.

In the status phase *both* sides must redraw. Each player draws a number of cards from his deck, to refill his hand.

The active player checks to see if he has met the conditions for winning the battle, and if so, the game ends. The battle continues until one side has met the scenario’s victory conditions, or until one side’s action deck is exhausted.




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



2

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.



2

EXPOSED POSITION



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



1

COLD STEEL



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

A Unique Perspective

Unlike other historical miniatures games, *Longstreet* asks you to do some role-playing. Your character - historical or fictional - is a young officer in the Federal or Confederate army. You will create his personality from a variety of characteristics. For example: does he have prior military experience in Mexico, or against the Indians? Does he have a background in engineering or one of the other branches of the service? Is he politically well-connected, and thus likely to have the ear of a state governor who might be in a position to send replacements? Is he wealthy, with friends in the media who can inflate his exploits on the battlefield, thus putting pressure on the War Department to promote him? There are many other possibilities.

You are one of the few people in 1861 who knows that you are facing a long war. The Grand Campaign follows your character through a series of battles in historical settings. The war grows in intensity. Your responsibilities increase, as does the number of men under your command. Changes over which you have no control - sometimes good and sometimes bad - affect your force. A Federal officer in the early war might despair at the departure of his 90-day volunteers, but patiently awaits the great industrial superiority of the northern economy. A Confederate officer might enjoy many early advantages, to see them gradually slip away as shortages and attrition strangle the southern war effort.

As the campaign progresses your veteran units are ground down, smaller and smaller. A Federal officer will see big new recruit units, and plenty of them, but they are green and inexperienced, easy pickings for the enemy. A Confederate officer will struggle to get enough replacements for his veteran units, as he watches the odds slowly build against him. Experienced veterans are easier to move and better on the firing line, but they prefer to dig in, and it is harder and harder to get them motivated to charge. Over time heroes emerge in certain regiments, but perhaps are cut down in later battles. The army might send you a company of sharpshooters, or replace those obsolete 6-pdr cannon with some modern rifled guns. A Federal player may receive a unit of highly-motivated Colored troops, only to find that his white soldiers refuse to cooperate with them.

Longstreet is one of those rare games that asks you to think ahead, beyond the day's fighting. Winning battles is very good for your career. It can result in promotion, and with that promotion more opportunities and responsibilities will come your way. But if your victory came at the cost of shattering irreplaceable veteran regiments, then was it worth it? The next battle will tell. And there will definitely be another battle.

Epic Points

Unlike our historical counterparts, we know how the war will end. Thus you are not playing to change history on a grand scale. Rather, you are playing for your own personal glory and accomplishment, which the game records as Epic Points (EPs). The player who plays most gloriously (which may not necessarily mean that he has won the battle), is rewarded with more EPs, and by the end of the campaign the player with the most EPs has won.



His descendants will fill the American countryside with statues of him, streets and schools will be named after him, and of course he will have the honor of being something that teenagers have to memorize for history exams and then quickly forget.

CAVALRY OFFICER

You served as a cavalry officer in the antebellum US army.

Each turn you may designate one mounted unit whose movement will not cause disorder throughout that turn, to itself or to other units, in ANY phase.

If it charges, that same mounted unit also receives two extra dice when rolling to attack, but never more than ten dice.

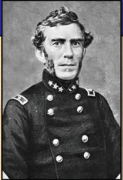


DRILLMASTER


You have drilled your men to perfection on the parade ground, and it shows on the field.

One of your foot units during a movement phase may interpenetrate without causing disorder, and/or flank move at its full movement rate.







It may be a different unit each turn.




NEW ARTILLERY




Add the following ART bases to your force:

	Napoleon 
	Napoleon
	Napoleon 
	Lt. Rifle



SEE THE ELEPHANT




A unit of recruits is improved to veterans. The unit must meet at least one of these criteria:

- Its elan is not Eager

OR

- It has no more than six bases.



The Advanced Game

Longstreet provides a complete nearly-paperless campaign system. The **campaign cards** govern post-battle procedures such as replacements, the transfer of new units to your force, the improvement of existing units, and the distribution of different types of artillery.

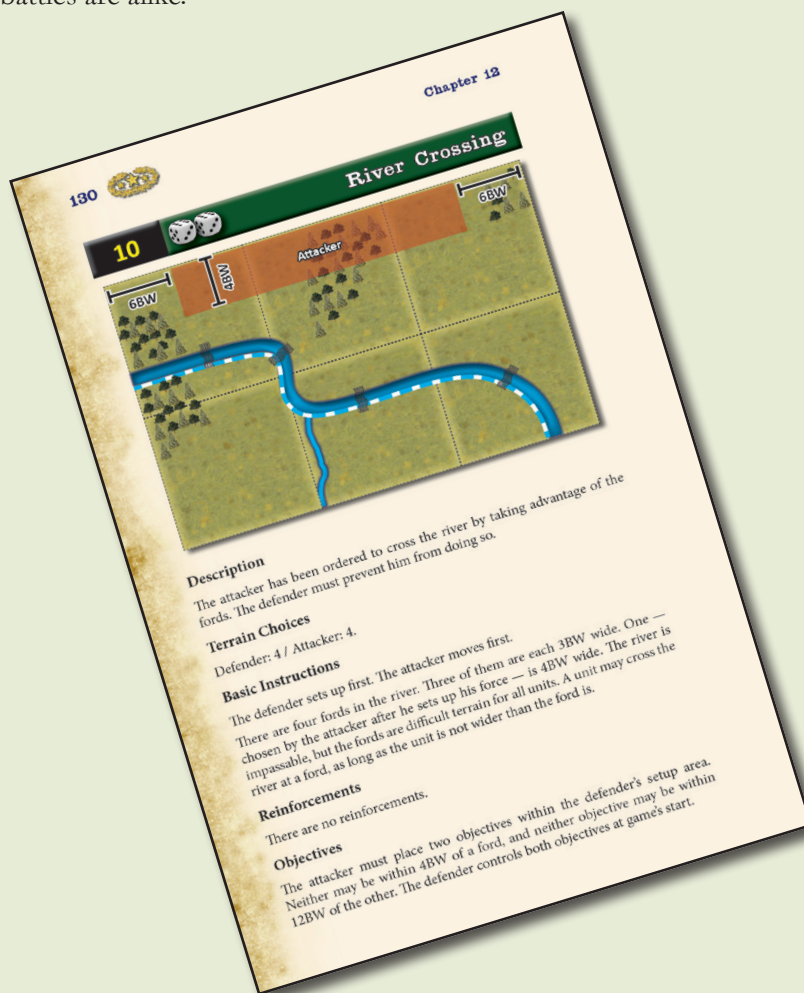
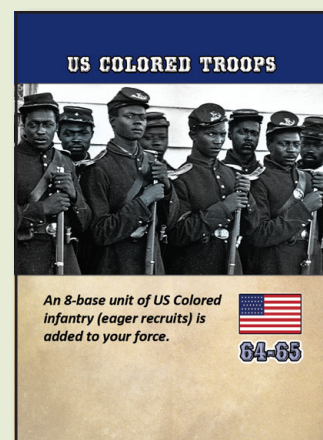
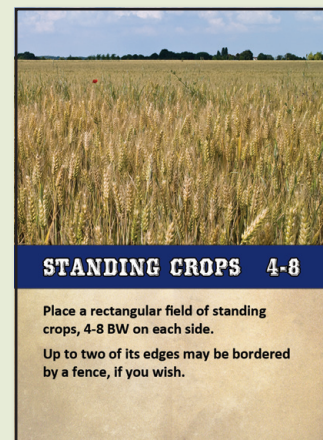
You might find that your eager recruits of 1862 have become much less eager to fix bayonets and close with the enemy, but they are now more effective on the firing line, and better at digging-in. As the war goes on, veteran units are both more reliable, and less enthusiastic. The Confederate replacement system tends to preserve regiments at higher strength, while the Federal system often allows them to wither away to fragments... but the Federals enjoy a steady advantage in numbers, in the quality of their artillery, and eventually an overwhelming advantage in supplies.

Post-battle **campaign cards** vary with the years and depend upon your side's particular strengths and weaknesses.

The advanced game also provides two complete systems for creating and setting-up games. "Club Games" enable any number of friends to come together and "build" fictional forces from a basic system of points. The game's victory conditions adjust automatically in favor of the smaller force, so that odd numbers of players can participate, or in case you wish to recreate an historical scenario in which one side was badly outnumbered.

The "Scenario Games" are randomly-generated battle situations that can be used for 1-vs-1 pickup games, or within the grand campaign. Each presents the players with a set of challenges and victory conditions.

In both cases, players can use the **terrain cards** to customize the scenarios and club games, so that no two battles are alike.



Practical Matters

“To collect my starting brigade, how many figures would I need?”

Units have variable numbers of bases. Each base of infantry or cavalry represents 60-80 men. A regiment of infantry, for example, might have anywhere from two to ten bases. Like all HONOUR games, *Longstreet* does not care how many figures you use. The number of bases is all that matters.

You can use *Longstreet* to recreate historical scenarios, in which case the number of bases you will need is up to you. Or you and your friends can play the Grand Campaign, in which case everyone starts with a brigade of volunteers, **typically about 24-30 bases of infantry, 8 bases of cavalry, and a battery (three bases) of artillery.** That will get you started in 1861.

As the campaign progresses, your force will slowly grow, until it ends the war almost double its original size. However, many of those choices about new units, replacements, and so on, are up to you. In the Eastern theatre, you might have no cavalry at all by late 1862, for instance, or you might choose a unit in one of the Western campaigns, in which case you might have a large mounted force. There are too many possible choices and configurations to elaborate here, but suffice to say: you can start small.

“The fictional stuff doesn’t interest me. I only play historical scenarios.”

Longstreet can very easily be used for historical battles, as long as you have the people, figures, and space. At the game’s small scale, you won’t be refighting Gettysburg or Chickamauga. But you and a few friends can certainly use the game to recreate many division- and corps-sized actions of the famous battles, or the small actions such as the Shenandoah Valley campaigns, the Trans-Mississippi, and so on.

Because the action decks can be customized, you have nearly unlimited tools at your disposal to represent specific historical circumstances. For example: if you are creating a scenario in which one side was low on ammunition, you can easily tailor that side’s action deck to remove modifying advantages for small arms and/or artillery fire.

Longstreet is Coming in 2013

Longstreet will be available in the second half of 2013. You will be able to purchase it directly from the HONOUR online store.

What if you’re not in the USA?

Players in Great Britain, the EU, Canada, Australia, and New Zealand will be able to order it from their local retailers. The HONOUR online store will redirect you to their sites.

