

# La Petite Guerre –1885

## Sequence of Play

1. Dice to see who moves first, high roll has choice.
2. Take command actions and control tests.
3. Make allowed actions eg: shooting and movement
4. Declare, test for, and resolve charges, including rout and pursuit moves.
5. Unit morale checks and resulting moves.
6. Removed expired stunned markers.

## Actions

Each man may normally take up to 2 of the following actions:

Fire Gun = 1 action.

Limber or unlimber gun = 2 actions

Mount or dismount = 1 action

Fire small arms = 1 action\*

Move = 1 action\*

Turn to face new direction = 1 action

Re-load = 0-2 actions depending on weapon

Fall prone or stand up = 1 action

Turn around or to side = 1 action

Attempt to acquire a target = 1 action

Change weapon, fix or unfix bayonet = 1 action

\*May move twice for 2 actions. May fire and take another action, or fire twice if repeater.

## Stunned or Wounded

A man who is stunned may take no action other than to fall prone or dismount. He remains stunned until the end of the following turn.

A man who is wounded is also stunned for 1 turn but the wound is permanent. A second wound kills him. A wounded man may only take 1 action per turn.

## Movement

Foot or limbered gun. 1 AvD x 1" per action

Horse. 1 or 2 AvD x 1" per action

Crawl or shuffle. Up to 2" per action

Charge. 1 normal move action +1"

Woods -1". Impassable for horse unless on trail.

Scrub -1"

Full distance rolled must be moved, except single file may follow the lead man.

Men in single file may all move on same die roll, following the lead man. Others roll individually.

All normal movement must stop at 2" from enemy.

Must charge to close into contact.

## Command Actions

1 action per Command Point (CP) from the following

- Control troops within 4"
- Assess a situation (eg: acquire target)
- Issue orders or indicate target
- Listen to a report
- Take 1 move action\*
- Encourage troops (per CP expended)

\* May move again in action phase (4).

Stunned leader may not take any command actions.

## Control Test.

Take if not controlled by leader

Single file may conform to lead man.

## Roll 1 D6 per man not controlled

A Grade +1

C Grade -1

Defending in cover +1

## Result:

4+ Act as player wishes

2-3 Repeat last move

1- Break and run if under fire (even if stunned), otherwise become stunned.

## Target Acquisition

Automatic within 6" in open, 2" in cover.

Otherwise roll D6:

+2 attention drawn (fire or leader pointing out)

+1 target moving

+1 target mounted

+1 observer on higher ground

-2 target prone or crawling

-2 target in cover

-1 target beyond 24"

-1 observer moving

Target seen if modified die roll 2+

## Unit Morale Check

If a man killed or broken this turn. Roll 1 D6.

+1 each able man remaining in unit

+1 if A grade -1 if C grade

+1 per CP of leader encouraging within 4"

Result 8+ carry on. Otherwise immediately retire 1 move action.

## Shooting

Weapon	Short Range	Max range	Actions to load
Revolver	2"	4"	0
Musket	4"	10"	2
Snider-Enfield	6"	12"	1
Winchester	6"	10"	0
Gatling Gun	6"	24"	1*
Field Gun	10"	48"	2*

\* +1 action for each incapacitated crewman

**Gatling Gun & Canister.** Targets in 11¼° beaten zone (max 10" range for canister).  
3 D6 within 6"; 2 D6 in 6"- 12" 1 D6 in 12"+  
**5-6 = Hit.**

-1 target prone; -1 target in hard cover.  
+2 target mounted

**Shell.** Scatter die for fall of shot. Optional re-roll if same target and range.

If off target D6: 4-6 off by 1"; 1-3 off by 2". Add 1" off if first shot at that target. Roll D6 for Hits

3-6 = Hit all within 1" of fall of shot

5-6 = Hit all within 2" of fall of shot

-2 if target in hard cover.

## Charges and Hand to Hand Combat

Test for Charge. Roll move dice for distance.

Roll 1 D6 for each man in contact.

**Lowest score = 1 hit**

+1 to die roll if man has **advantage**:

Opponent wounded,

Advantage of position eg: mounted vs foot,

Charging,

Better hand to hand weapon, etc.

Strike without opponent replying if from the rear or against prone or stunned.

**Against 2+:** fight only opponent directly to front. Others strike without receiving blows. If unable to strike: roll 1 die for each opponent.

No hit if the man unable to strike wins.

Surviving combatants may take normal actions next turn, including moving out of contact.

## Rout and Pursuit

Men who break will move at max speed until more than 12" from enemy. Opponents within 6" roll 1 D6 to determine pursuit.

4+ = pursue

3- = do not pursue

+1 if mounted -1 if Metis or Indians

-1 if in rifle pit. +/-1 if A Grade

**Small Arms Fire:** aimed shoots at a target that has been acquired

1 D6 per shooter. **5-6 = Hit**

+1 short range

+1 marksman

+1 target mounted

-1 shooting is 2<sup>nd</sup> action

-1 shooter has fixed bayonet

-1 target prone or crawling

-1 target in hard cover

**Blind Fire:** shooting at un-acquired targets or targets that are impossible to hit due to modifiers (including guns)

'Hit' on D6 result of '6'. Then roll for results of shooting below, but no effect on 1-3 result.

## Results of Hit. Shooting

1 = Killed

2-3 = Wounded and stunned.\*

4-5 = Stunned. \*

6 = B-C Grade Stunned. A Grade cooly ignore.

**\*If mounted roll again on 2-5 result only**

1-3 = mount killed, rider thrown and stunned.

4-6 = results as per first die roll. Man remains mounted

## Results of Hit. Charge

As above except break and run on stunned result (not if wounded). No check for mount being killed.

## Charge Test

Roll 1 D6 for each man charging or being charged.

**5+.** Charge or stand to receive charge.

**3-4** May only charge if opponent stunned, prone or facing away, otherwise obey orders.

**1-2** Break if charged (even if stunned). Otherwise become stunned and do not charge.

+2 A Grade, +1 B Grade

+1 per CP of Leader encouraging within 4"

+1 other friends charging within 2"

-1 if under fire

-1 if wounded

-1 each friend killed/broken this turn in 6"

-2 foot charged by mounted in open