

# La Petite Guerre –1750s

## Sequence of Play

1. Dice or draw card to determine order of play
2. Take control tests for men beyond leader control
3. Take allowed actions eg: shooting and movement
4. Declare and test for charges. Target must be within 2"
5. Resolve hand to hand combat including rout and pursuit moves.
6. Morale checks for killed/wounded and resulting moves.
7. Removed expired stunned markers.

## Actions

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

Normal Move = 1 action\*

Moving encumbered (carrying) = 2 actions

Turn to face new direction = 1 action

Fall prone or stand up = 1 action

Turn around or to side = 1 action

Cross obstacle (fence, stream etc) = 1 action

Embark/disembark = 2 actions

Attempt to acquire a target = 1 action

Indicate acquired target to friend in 4" = 1 action

Shoot = 1 action

Re-load = 1-2 actions depending on weapon

Change weapon = 1 action

Secure prisoner = 2 actions

Scalp or loot body = 2 actions

\*May move twice for 2 actions.

Charging is in a separate phase and is in addition to the above actions.

## Stunned or Wounded

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

A figure 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.

## Control Test.

Test each figure beyond 4" of visible leader.

Figures in single file may conform to lead man. Other figures test individually.

## Roll 1 D6

A Grade +1

C Grade -1

D Grade -2

Defending in cover +1

## Result:

4+ Act as player wishes

2-3 Repeat last move

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

## Target Acquisition

Automatic within 12" on lake, 8" in open, 4" in cover.

Otherwise roll D6:

+2 attention drawn (target fired or indicated)

+1 target moving

-2 target prone or crawling

-2 target in cover

-1 target beyond 24"

-1 observation is second action

Target seen if modified die roll 2+

## Movement

Foot. 1 AvD x 1" per action

Canoe or boat. 1 AvD +1" per action

Crawl. Up to 2" per action

Charge. Move 2" into contact

Forest -1" per action unless on trail or crawling.

Full distance rolled must be moved, except movement must stop at 2" from enemy. Must charge to close into contact.

May halt short at a terrain feature or to line up with friends if declared in advance.

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

## Shooting

Weapon	Short Range	Max range	Actions to load
Bow	4"	8"	1
Smooth bore	4"	10"	2
Rifle	6"	12"	2

C & D Grade cannot load when prone.

Bows cannot be used when prone.

**Shooting effects:** *aimed shots at a target that has been acquired*

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

+1 short range

+1 marksman

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

-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*

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

### Results of Shooting Hit.

1 = Killed

2-3 = Wounded and stunned.

4-5 = Stunned.

6 = B-D Grade Stunned. A Grade coolly ignore.

### Break and Pursuit

Men who break will run 1 AvD +1" directly away from threat. Continue until more than 12" from enemy.

Each opponent within 4" of broken enemy roll 1 D6 to determine pursuit.

3- = must pursue

4+ = may choose to pursue or remain in place

+1 if defending in hard cover

+1 if A or B Grade

+1 if Leader within 4"

Pursuers catching broken enemy may either kill or capture them.

## Charges and Hand to Hand Combat

To charge must be within 2" of target.

Test Morale of both charger and target.

Roll 1 D6 for each man in contact.

**Highest score = 1 hit on target**

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

Opponent wounded,

Advantage of position or ground,

Better hand to hand weapon,

Higher grade, 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 reply. If unable to strike, roll 1 die against each opponent. No hit if the man unable to strike wins. Surviving combatants may take normal actions next turn, including moving out of contact.

### Results of Combat Hit.

1 = Killed

2-3 = Wounded and stunned.

4-5 = Break and run away

6 = Surrender.

Continue combat next turn if opponent not killed, surrendered, or did not run away. If opponent surrenders may either kill immediately or secure prisoner next turn.

### Charge & Morale Test

If wishing to charge; being charged; or if friend seen killed or wounded within 4". Roll 1 D6:

**5+.** Act as player wishes.

**3-4** May only charge if opponent stunned, prone or facing away, otherwise act as player wishes.

**1-2** May not charge. Break if charged, civilian or under fire. Otherwise become stunned.

**0-** Break,

+2 A Grade, +1 B Grade, -1 D Grade

+1 Leader within 4"\*

+1 other friends charging within 2"

+1 defending hard cover

-1 if under fire or if Provincials facing Indians.

-1 if wounded

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

\* if testing to charge, only counts if leader also charging. If several men intend to charge, test leader first, then those closest to him.