

La Petite Guerre



17th-19th Century skirmish wargames rules

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v3 2012

Overview

Introduction

These rules are designed for re-creating small scale skirmishes with miniature figures. Although designed primarily for actions in North America in the 17th -19th centuries, they can be used to re-create skirmish actions in other times and places.

Equipment Needed

The following equipment is needed:

- ★ 6 – 50 figures per player (12 – 36 recommended) singly mounted on bases of roughly equal size, (dismounted substitute figures should be available for cavalymen);
- ★ several 6-sided die (D6) and average dice (AvD) marked 2,3,3,4,4,5;
- ★ a measuring stick marked in 3cm graduations;
- ★ several small markers to indicate when figures are stunned, wounded or in prone position; cotton wool to indicate firing;
- ★ three dimensional terrain features, defined as either:
 - rough terrain, such as thick forest or swamp;
 - broken terrain, such as light woods, scrub, rocky or boggy ground;
 - linear obstacles such as rivers and ditches; and
 - hills which can have either gentle or steep slopes

Scale

These rules can be used with figures ranging from 15mm to 54mm. Each model figure represents between one and five men. Time and distance scales have been deliberately distorted in the interests of practicality and playability.

All measurements are given in multiples of '10 paces'. Ten paces is 3cm if using 25/28 mm figures. Adjust up or down for larger or smaller figures.

Sequence of Play

Movement is alternate with all players completing each phase before moving to the next.

Sequence of phases

1. Dice to see who moves first, high roll has choice.
2. Allocate CPs, take control tests.
3. Compulsory moves (resulting from control tests or last turn's morale tests)
4. Make allowed actions including shooting and charging.
5. Hand to hand combat.
6. Morale tests (other than for charges).
7. Removed expired stunned markers.



A Northwest Mounted Police patrol in the late 19th Century. La Petite Guerre is suitable for low-level warfare from the 17th to 19th Centuries.

Organisation

Introduction

Each figure represents 1 to 5 men. All troops are armed and equipped exactly as the figure depicts unless agreed otherwise between players. All figures are classified by experience and grouped into units under a Leader.

Classification

Each figure is classed according to his experience in skirmish warfare as follows:

A Class: Seasoned campaigners or individuals within higher than average morale and abilities.

B Class: The bulk of experienced troops. Well disciplined or motivated troops with some experience in frontier skirmishes.

C Class: Inexperienced, unenthusiastic or poorly disciplined troops, part-time militia, young warriors on their first warpath, etc

Troops are further classified as either **Regulars, Provincials, Irregulars**, or **Civilians** (see *Glossary*).

Units

Individual figures are grouped into units of 4-24 figures, one of which must be designated as a Leader (Officer, NCO or War Leader).

Civilians without any military organisation may be considered as leaderless and not in any unit.

If more than one unit is being used on each side, one Leader should be designated as the overall Commander.

Formed Units

Six or more Regulars or Provincials may elect to act as a formed unit. This involves having all figures in base-to-base contact and acting as a single body rather than a collection of individuals. The only formations permitted are single, double or triple files or lines

Some formed units may additionally be classed as Elite, Veteran or Raw.

Elite Units are formed units composed of troops from a flank company of a Line Regiment, or troops from a Guard, Grenadier, Fusilier, Jaeger, Rifle or Light Regiment.

Veteran Units are formed units composed of over 75% "A" Class troops.

Raw Units are formed units composed of over 33% "C" Class troops.

Note: It is possible to have raw elite units. For example, the grenadier companies of the units accompanying Braddock, which were fresh from England and had no experience in frontier skirmishes.

Leaders

Leaders' Abilities

A leader's abilities are defined by the number of *Command Points (CPs)* he has to take command decisions; and his *Command Radius*, which is the distance he can exert authority over his men. There are three categories of leader:

- ★ First class irregular leaders such as Major Robert Rogers, highly skilled and experienced in small scale frontier wars. They have 4 Command Points (CPs) and a Command radius of 80 paces.
- ★ The bulk of experienced frontier commanders. They have 3 CPs and a Command Radius of 60 paces.
- ★ Commanders without experience in frontier skirmishes such as Braddock, or who lack decision making abilities as Abercrombie. They have 2 CP and a Command Radius of 40 paces.

Command Decisions

The number of Command Points determines how many simultaneous command decisions a leader may take from the options below. Each requires 1 CP, although more than one may be used to Encourage Troops, thereby giving extra inspiration to his men:

- ★ Control troops
- ★ Assess a situation
- ★ Issue orders
- ★ Listen to a report
- ★ Take normal action(s)
- ★ Encourage troops (+1 per CP expended)

If a leader does not have enough points to take a desired option, he must wait another turn. Unused points may not be carried over. If he did not spend 1 CP to 'take normal action' he must remain stationary without taking any actions in the turn.

Controlling Troops

A leader may only control men who are visible and within his command radius. Any men not under control, either because they are beyond command radius, out of sight, or the leader did not spend 1 CP to 'control troops', must take a *Control Test* prior to each move to determine their actions.

However, if the lead figure of a group of men single file, one behind the other and not more than 10 paces apart is under control then all the men behind him are also considered to be under control even if beyond command radius. If his is not under control only he has to test the rest of the group will follow his actions.

Command radius is reduced by 10 paces if the leader is under fire. Musicians and standards increase a Leader's Command Radius by 20 paces if the musician or standard is within 20 paces of the leader. The standard must be visible to the men but a musician can extend command radius beyond normal visibility limits.



Figures moving in single file follow the movement of the lead figure. If he is within command radius he may move as he wishes and the others follow without having to take a control test. If the lead figure is not in command, he must take a control test and all the others will follow his result.

Actions

Each turn a figure may choose from a variety of possible actions. There are two types of actions – unique and simultaneous.

Unique Actions

The following unique actions preclude any other movement or action:

- ★ Stunned reaction
- ★ Loading a muzzle loader
- ★ Loading or firing artillery
- ★ Unlimbering or setting up artillery
- ★ Controlling a rearing animal
- ★ Pioneer work or similar
- ★ Forming up (as a unit)
- ★ Firing a volley (except 2nd rank may move through 1st)
- ★ Charging (except may rise from a prone position)
- ★ Securing a prisoner (tying hands and or feet)
- ★ Scalping or looting a body

Simultaneous Actions

Any two of the following may be made simultaneously counting as a single action:

- ★ Move (other than charge)
- ★ Fix / unfix bayonet
- ★ Fall prone / kneel / stand up (may include change of facing)
- ★ Mount / dismount (may include change of facing)
- ★ Change weapons
- ★ Attempt to acquire a target
- ★ Shoot (except as noted above)
- ★ Reload (except as noted above)
- ★ Turn around (or to the side)
- ★ Listen to orders, give a report, shout warning, etc.

Notes: Mounted A or B Class troops may shoot or reload while moving, counting as a single action. Musician may play while moving (but not charge or dodge), counting as a single action.

Hand to hand combat can be carried out in addition to the above.

Formed Unit Actions

Actions permitted to formed troops are the same as for individuals except that all must make the same actions. Figures from the rear ranks may, however, move forward to fill gaps caused by casualties as soon as they appear, such moves do not constitute an action. Also a rear rank may move through a stationary front rank.

Movement

Introduction

Some move distances are random (see chart below). Where movement is random, roll an average die and move 10 paces for each number rolled (+/- 1 to the number rolled if so indicated).

The full amount must be moved except that figures intending to occupy a specific piece of terrain or fortification may halt when they reach that place. Such an intention must be declared in advance.

Normal moves must end 20 paces from enemy. Moving closer requires a Charge.

Troops may make a double move if they take no other action.

Move	Terrain		
	Open	Broken	Rough
Man Walk	1 AvD	1 AvD - 1	1 AvD - 1
Man Crawl	up to 20 paces	up to 10 paces	up to 10 paces
Horse Walk	1 AvD+1	1 AvD - 1	Impassable
Man-handled equipment	up to 20 paces	up to 10 paces	Impassable

Movement Modifiers

Dodge: -10 paces (see Special Moves below)

Man Run: +10 paces (see Special Moves below)

Horse Gallop: +20 paces

Irregulars: +10 paces to moves, except crawl in rough/broken terrain

Formed Units: -10 paces in open/broken terrain, not allowed in rough

Cross Minor Obstacle: -10 paces

Cross Major Obstacle: 1 turn (impassable to vehicles and equipment)

Special Moves

Dodge: This is a normal move and does not preclude other actions. The figure is assumed to be moving cautiously from cover to cover, ending the move kneeling or crouching behind available cover. Such a move may not be made by mounted figures, nor by Formed Units. It can only be made in rough or broken terrain.

Run or Gallop: Under normal circumstances, each man may run for one turn then resume normal actions; horses and elite men may run/gallop for two consecutive turns. All may run for an additional turn but, unless in rout, must rest (count as stunned) for one turn before resuming normal actions.

Observation

Observation allows one figure to see another. Targets must be observed and acquired for they can be fired at or reacted to.

Maximum distances

Maximum visibility is the farthest distance that one figure can see another on the table. It is: 40 paces in heavy cover; 80 paces in light cover; otherwise line of sight. Visibility is halved at night with a maximum distance of 80 paces in open terrain. Distances can also be reduced to fit weather conditions.

Normal sounds (talking, moving through underbrush, etc.) can be distinguished from up to 80 paces daytime, 160 paces at night. Loud sounds (gun shots, trumpet calls, etc.) have unlimited range. Sound distance is halved if masked by other closer sound (for example hearing movement while moving oneself). In such cases the distinguishing distance for loud sounds becomes 160 paces (eg: hearing gunshot with other shooting nearby).

Troops can only see 20 paces into cover that is denser than where they are. For example, a man in the open or in light cover can only see 20 paces into heavy cover.

Target Acquisition

Each figure may elect to acquire a target as one of its actions. Once identified, a target remains visible until it dodges to new cover or moves out of line of sight. Acquisition is automatic if the target is to the observer's front within 40 paces in the open or 20 paces in cover.

To acquire a target in other circumstances, the following die roll must be met:

Target in Open	2
Target in Light Cover	4
Target in Heavy Cover	5

Modifiers:

Attention drawn*	+2	Target prone or in hard cover	-2
Target moving	+1	Target beyond 80 paces	-1
Target regulars	+1	Target obscured**	-1
At higher elevation	+1	Observer moves	-1
Target mounted	+1		

* Indicated by gunshot, pointed out by someone else, etc.

** By smoke, fog, rain, etc. In heavy obscuration, may increase penalty to -2. Musket firing within 10 paces of observer or target will cause obscuration, as will artillery firing within 20 paces.

Additional observational rules may need to be developed along these lines to fit a certain scenario. For example, it might be necessary to determine by a die roll if a sentry hears someone sneaking up on him from behind.

Shooting

Introduction

Shooting is one of the action options open to all figures. The intention to shoot must be declared and the target nominated before measuring ranges and making calculations. If the nominated target is out of range, the figure fires anyway with no chance of hitting. The target counts as “under fire” for reaction purposes.

Target Priority

1. Nearest enemy that is a potential or actual threat.
2. A target designated by a leader within command radius.
3. Nearest enemy.

Artillery and marksmen reverse priorities 1 & 2.

Range in Paces

Weapon Type	Short Range	Long Range	Actions to Load
Small Arms			
Flintlock Pistol	20	40	1
Revolver	20	40	*
Bow and arrow	40	80	1/2
Muzzle-loading Musket	40	80	1
Muzzle-loading Rifle	60	120	2
Breach-loading Rifle	60	120	1/2
Repeating Rifle	60	120	-
Carbine	40	80	**
Shotgun	40	80	**
Artillery			
Swivel Gun	60	120	1
Battalion Gun	80	160	2
Light Field Gun	120	320	2
Medium Field Gun	120	320	2
Gatling Gun	60	120	-

Notes

* Assume 6 rounds per revolver, 12 per repeater. Three rounds per turn can be loaded if no other action taken. If another action is taken, one round per turn can be loaded.

** Load as appropriate: muzzleloading musket, single shot breechloader, repeater, etc.

Mortars and howitzers count as appropriate gun type, but have a minimum range of 40 paces.

Bows cannot be used in the prone position. Regulars cannot load muzzleloaders in the prone position.

Civilians, or troops using an unfamiliar weapon, double loading time

Small Arms Fire

Die roll needed to hit: **Short Range** 4-6; **Long Range** 5-6

Die Roll Modifiers

Target Mounted	+1	Target in soft cover*	-1
Marksman at LR	+1	Target in hard cover*	-2
Target at 20 paces	+1	Unfamiliar weapon at LR -1	-1
Shotgun in open at SR	+1	Shooter moved	-1
Shooter wounded	-1	Smoothbore	-1
Target moved at least 80 paces	-1		

If modified score required to hit is more than 6 and a 6 is rolled, roll again, scoring a hit on a 4, 5 or 6.

*Targets which are prone or crawling, increase protection such that a man prone in the open counts as soft cover, prone in soft cover as hard cover. Hard cover cannot be increased. A dodge move counts as in soft cover, otherwise must be stationary to claim protection from soft cover.

+Optional Rule for Flintlocks and Matchlocks

Throw an extra die when firing. If a double is thrown, the gun misfires. The next turn is spent reloading the weapon. If double "1"s are thrown, and the shooter is unfamiliar with the weapon, or C Class, he fires his ramrod and is unable to reload the weapon again.

Volley Fire

Formed units with at least 4 men firing may fire a volley. Effects are explained below.

Blind Fire

Troops may fire blind at a target they cannot see. There is no chance of hitting, unless volley or artillery fire, but the target will count as "under fire" for reaction test purposes.

Artillery

Mortars may fire shell; howitzers may fire shell or canister; other guns may fire shot or canister. Swivels firing shot count as a "rifle" for effect according to the small arms table.

Artillery Crews

The minimum crews needed to operate a gun are:

Swivel Gun - 1 man

Battalion Gun - 2 men

Gatling Gun - 2 men

Light Gun - 1 NCO and 2 men

Medium Gun - 1 NCO and 3 men

One NCO can direct up to 2 guns. NCOs directing guns do not count as leaders; an additional officer or NCO (not necessarily an artillery officer) will be needed to 'control troops'.

It takes 2 turns to unlimber and adopt a firing position.

Artillery Fire

Roll a die to determine fall of shot:

3- = miss by 6 cm

4-5 = miss by 3 cm

6 = on target

Die roll modifiers

Short Range +1

Indirect Fire -1

Each turn shooting at same place +1
(This may be pre-registered)

If miss, roll again:

1 = miss right 2 = miss left 3-4 = short 5-6 = long

Type of Ammunition and Effect

Round Shot

Result of Hit: Hole 1 cm diameter in anything except earthworks or stone fortification. Any men or animals are killed. Anyone directly behind someone hit, within 3cm, is also killed.

Shell

Use a template to determine casualties. The template is as follows:

All within a 10 pace diameter are automatically hit (need a die roll of 3 or more if the target is in hard cover); all within 20 paces diameter are hit on a roll of 3 or more (5 or more in hard cover).

Note: Whenever a shell is fired, roll a die: if a "1" is rolled, the fuse was cut too short and the shell explodes in the air (no casualties); if a "6" is rolled, the fuse was cut too long and put out by troops on the ground or gone out. In either case, there is no explosion.

Canister, Machine Gun and Volley Fire Beaten Zones

Canister produces a beaten zone in the form of a cone extending 22.5° to either side within the gun's short range.

Gatling Gun fire produces a beaten zone in the form of a cone extending 22.5° to either side out to 120 paces.

Volley fire produces a beaten zone in the form of a cone extending 22.5° to either side of the front of the unit firing, out to 60 paces.

Canister, Machine Gun and Volley Fire Table

Anything within the beaten zone (friend or enemy) is a potential casualty. Roll the appropriate number of dice for each target in the beaten zone as follows:

Range in paces	Medium Gun	Light Gun	Battalion Gun	Swivel Gun	Gatling Gun	Volley Fire
0-20	3	3	3	2	2	2
20-40	2	2	2	1	2	1
40-60	2	1	1	1	1	1
60-80	1	1	1		1	
80-120	1	1			1	

Score Needed to hit 5 – 6

Die Roll Modifiers:

Target prone or hard cover -1

Target mounted +1

Hand to Hand Combat

Introduction

To engage in hand-to-hand combat, a figure must declare the intention to charge and then pass a Morale Test. A figure may not initiate a Charge if stunned.

Charge

A charge is a run move that ends on contact with the enemy or when full distance has been moved, whichever comes first. Thus if the target runs away, the charger may continue up to the end of his run move in an attempt to make contact.

A figure being charged also must take a Morale Test (unless being charged in the rear without his knowledge). If successful he may either receive the charge or run away, moving simultaneously with the charger. If he runs away, there is no penalty for turning and the figure counts as broken.

A figure receiving the charge from more than 20 paces away may make one action prior to contact such as rising from a prone position, turning around or shooting (if he has a loaded weapon). If the charger is stunned or wounded by such a shot, he must stop 20 paces short of contact and the shooter has the option to remain in place or charge in himself.

Procedure

Both sides roll a die. Lowest score is hit. If the high scorer is not able to reply, or if the rolls are equal, no one is hit.

+1 to die roll if the figure has *Advantage*

Determining advantage

One point for each of the following, figure with the highest points has advantage:

- ★ Opponent wounded
- ★ Advantage of ground
- ★ Mounted vs. dismounted in open terrain
- ★ Opponent without effective hand-to-hand combat weapon*
- ★ Shielded or second hand weapon
- ★ Armed with hand to hand weapons only

*See "*Glossary*" on page 18.

Once in hand-to-hand combat, figures may make no other actions except attempting to run away (count as broken), rising from a prone position, or turning to face an opponent who struck from the rear.

Figures unable to fight

In the following circumstances a figure gets to strike without his opponent replying:

- ★ Attacking from the rear
- ★ Against a prone or stunned opponent

When two or more figures are fighting one, the single figure fights only against the opponent directly to his front, the others strike without receiving blows in return.

In these cases the figure who is unable to reply still rolls a die for each opponent he is fighting. If he wins he inflicts no damage.



Capturing a Prisoner

When a figure is able to strike without his opponent replying he may choose to try to take his opponent prisoner. This intent must be declared in advance and if he wins the combat he is successful in capturing his opponent. Having captured him he must spend the following turn securing him. It can be assumed that there is enough equipment to hand (belts, scarves, stockings) to tie a prisoner sufficiently without having to have brought rope in advance.

Scalping or Looting

If a figure kills his opponent he may take the following turn to scalp him or search the body for loot, information or equipment. This could be worked into a scenario where, for example, a bounty is offered for enemy scalps.

Introduction Results of Being Hit

If a figure is hit in combat or shooting or thrown from an animal, he makes a saving throw (unless hit by round shot from artillery when a hit is an automatic kill).

If Mounted Target Hit

Die Roll: 1-2 = Man Hit, use Saving Throw - Men

3-6 = Mount Hit, use Saving Throw - Mounts

Saving Throws

Die Roll:

	Men	Mounts
4-6	Stunned	Missed, roll to control animal next action phase
2-3	Wounded	Wounded, roll to control animal next action
1	Dead	Dead, rider thrown

If a rider is thrown he also is considered 'hit' and must make a saving throw to determine the outcome.

Modifiers:

+1 to saving throw rolls if:

Rider thrown by mount

Hit by shotgun or arrow at long range

Hit by canister or volley beyond 12cm

Note: There is always a chance of a figure being killed. If a figure rolls a "6" and has a modifier that prevents him from being killed outright, roll again. The figure is dead if a "6" is rolled again.

Animal Control Chart

Die Roll +1 A Class; -1 C Class

4-6 = Rider controls mount. Normal actions next turn.

3 = Mount bolts from cause of fright at run speed then is brought back under control. Normal actions next turn.

2 = Rider fails to control mount, roll again next turn (+1 each successive turn)

1 = Rider thrown, make saving throw / men

Stunned

A reaction whereby a figure is temporarily disordered or incapacitated, either from fire, combat or circumstances. It lasts until the end of the next turn's action phase. A figure who is stunned may not make any normal actions and may not charge. In his next action turn he must, in order of priority:

1. If in combat, receive blows without replying;
2. If in the open, run to the nearest friendly cover within 12cm, then take cover or fall prone;
3. If in difficult terrain, remain halted and take cover or fall prone; otherwise
4. Fall prone.

Wounded

A wound severe enough to slow reaction and movement, but does not incapacitate. Where a figure represents several men it should be thought of as if several of those men are now dead or seriously wounded but several are still fit. It is permanent for the duration of the game. Two wounds = dead. When initially wounded, a man also counts as stunned for one turn. Wounded men and animals take twice as long to complete all actions.

Dead

The figure may not be actually dead. However, the figure is incapacitated for the duration of the game and is removed from play.

Formed Units

Men stunned when in a formed unit will not break formation. They will continue to move with the unit, but may not take other actions (i.e. will not shoot or reload).

Reaction Tests

Introduction

There are 3 types of tests taken during the game:

- ★ Control Test
- ★ Morale test
- ★ Unit Reaction Test

For each test, roll a 6-sided die, add or subtract the appropriate modifiers and look up results on chart.

Control Test

Taken by individuals who are not in hand-to-hand combat if:

- ★ Not controlled by a Leader, unless in hand-to-hand combat or following in single file.
- ★ Surprised last turn (whether controlled by a Leader or not).

Morale Test

Taken by individual men if:

- ★ Wishing to charge or being charged. In which case the leader tests first then others from those closed to the leader outwards.
- ★ Friend wounded or killed within 6cm
- ★ Non-regulars under artillery or volley fire

Unit Reaction Test

Taken by formed units if:

- ★ Wishing to charge or being charged
- ★ 25% casualties (killed, wounded or stunned) that turn
- ★ Non-regulars under artillery or volley fire
- ★ Surprised

Control Test Results

5+ Act as player wishes

3-4 Repeat last move

2 Move closer to nearest friend. If in base to base contact with friend, do same as him. If no friend within 12cm become stunned.

1 Break and run if under fire, otherwise become stunned.

0 - Break and run from nearest threat

Modifiers:

A Class troops	+1
Irregulars	+1
Defending in Cover	+1
C Class / Civilians	-1
Under Fire	-1

Morale Test Results

- 5+ Act as player wishes.
3-4 May only charge if opponent stunned or facing away, otherwise act as player wishes.
1-2 May not charge. Break if charged, civilians or under fire. Otherwise become stunned.
0- Break.

Modifiers:

A Class troops	+1	Each CP spent by Leader to Encourage *	+1
Regulars	+1	C Class Troops	-1
Friends charging within 6cm	+1	Under Fire	-1
Musician playing within 12cm	+1	Wounded	-1
Won last round of combat	+1	Foot charged by mounted in open	-2
Defending hard cover	+1	Individual charged by formed	-2

* If testing to charge this only counts if the leader also charges

Formed Unit Reaction Test Results

- 5+ Act as player wishes.
3-4 May charge or receive charge, otherwise repeat last move.
1-2 Halt, do not charge. Break if charged by enemy of at least equal strength.
0- Do not charge. Break if charged, in combat or under fire, otherwise retire one move.

Modifiers:

Veteran Unit	+1	Raw Unit	-1
Elite Unit	+1	Provincials	-1
Musician playing within 6cm	+1	Any casualties that turn	-1
Each CP spent to encourage	+1	Enemy behind flank / rear in 12cm	-1

Broken troops

Troops who break will run, with no penalty for turning directly away from the cause of their break or towards friendly fortification. They will keep running until they are beyond 24cm from any enemy and no longer under fire, or within friendly fortifications. Once their maximum move has been used up, they will continue at walk speed. They will be considered stunned until a leader brings them under control.

Civilians and C Class troops, having routed, may not move within short range of the enemy for the rest of the game, retiring if they enemy advance on them. Other troops drop one class.

A formed unit that breaks is no longer considered a formed unit. All members break off and run as individuals.

Pursuit

Natives will always pursue opponents who break. Regulars under control may pursue or not as the Leader wishes. Others roll die:

Die roll:

- 4+ Pursue
- 3- Do not pursue

Modifiers:

- Mounted +1
- A Class +/-1 (players choice)



North American Indians break cover to pursue broken enemy

Glossary

Term	Definition
Blind Fire	Shooting at an unseen enemy. This cannot cause a hit, but if the shooter is within range, the target will count as “under fire”
Casualty	Includes stunned, wounded, or dead.
Charge	A run move, that brings figures into hand-to-hand combat.
Civilian	Untrained non-combatants.
Command Points (CP)	A number of points (2-4) that determine how many simultaneous command decisions a Leader may make each turn.
Cover	Any terrain or man-made features that restrict visibility or provide protection: Protection: Hard Cover = Behind fortifications, in rifle pits, etc. Soft Cover = Behind trees, making a dodge move, etc. Visibility: Light Cover = Light woods, scrub, etc. Heavy Cover = Dense woods, etc.
Dead	Incapacitated for the duration of the game. May not actually be dead.
Defending	Remaining stationary with no intent to charge.
Dodge	A cautious move from cover to cover. Counts as in “soft cover” if shot at.
Difficult Terrain	Terrain that restricts movement: Rough Terrain = dense forest, rivers, swamps, mountain slopes, etc. Broken Terrain=light wood, in between buildings, scrub, etc.
Elite Unit	A formed unit composed of troops from a flank company of a Line Regiment, or troops from a Guard, Grenadier, Fusilier, Jaeger , Rifle or Light Regiment.
Encourage	Command points spent by a Leader to increase the results of a reaction test.
Figure	A model representing one man.
Formed	A body of Regulars or Provincials acting as a cohesive unit. Forming Up = individuals coming together as a formed unit.

Term	Definition
Guns	<p>Artillery:</p> <p>Battalion (Bn) Gun = 3-4 lb.</p> <p>Light (Lt) Gun = 6-8 lb.</p> <p>Medium (Med) Gun = 8-12 lb.</p>
Hand-to-Hand Combat Weapons	<p>Effective Hand-top-hand combat weapons include: Small arms with bayonets, spears, swords, war clubs, tomahawks and pistols.</p> <p>It does not include infantry officers' swords, espontoons, halberds, knives or small arms without bayonets.</p>
Irregulars	<p>Troops very familiar with the environment and irregular warfare. Includes: Indians, Rangers, Coureur de Bois, and some militia or colonial troops, particularly those in isolated outposts.</p>
Leader	<p>A figure that exercises control over troops. Can be an NCO, Officer or War Leader. In order for troops to act as a player wishes, they must be under control of a Leader.</p>
Marksman	<p>An individual with well above average shooting ability.</p>
Move	<p>For the purposes of shooting or observation, a man counts as having moved if he physically moved, such as turned around, went prone, crawled, or moved any distance. It does not count if loading, observing, etc., while remaining stationary. A man with a repeater who fires twice at the same target does not count moving, but does if he switches targets.</p>
Natives	<p>Indigenous inhabitants of non-european ancestry</p>
Observation	<p>An action that may be taken be troops to see or hear what is going on.</p>
Provincials	<p>Colonial troops normally fighting in European-style organised units. Also includes specialised light infantry in European armies and sailors.</p>
Raw Unit	<p>A formed unit composed of over 33% "C" Class troops.</p>
Regulars	<p>Regular European troops, with the exception of specialized Light Infantry. Also includes American Continental Line troops post-1780.</p>

Term	Definition
Saving Throw	A die roll to determine the effect of a HIT.
Stunned	A reaction whereby a person is temporarily disordered or incapacitated, either from fire, combat or circumstances.
Surprised	Encountering previously unseen enemy within 40 paces without any forewarning such as hearing noise or being told to expect enemy.
Veteran Units	A formed unit composed of over 75% "A" Class troops.
Wounded	A wound severe enough to slow reaction and movement, but does not incapacitate. Where a figure represents several men it should be thought of as half of the men dead or incapacitated. Two wounds = dead.
Under Fire	Troops count as under fire if: they or any friends with 10 paces are being fired upon by small arms; or they or any friends with 20 paces are being fired upon by artillery.



Tecumseh, Shawnee leader and British Ally in the War of 1812