

Pro Patria! 15mm Reference Tables (5 September 2005)

SEQUENCE OF PLAY	
Initiative Phase (Simultaneous)	Roll 1d6. The highest score wins initiative for this turn. Re-roll draws.
Morale Phase (On Initiative)	Declare Off board units will arrive in the <i>Movement Phase</i> Initiative player declares charges, makes <i>To Charge</i> tests and 1 st Impulse moves Non-Initiative player declares charges, makes <i>To Charge</i> tests and 1 st Impulse moves Rally tests. (Simultaneous)
Shooting Phase (Simultaneous)	Shooting (Simultaneous) Make tests for Shooting Casualties. (Simultaneous)
Movement Phase (On Initiative)	Initiative player makes <i>Being Charged</i> test and resulting movements for declared charges. Non-initiative player makes <i>Being Charged</i> test and resulting movements for declared charges. Rout movements (Simultaneous) Feint Charges declared 2 nd Impulse movement Initiative player declares opportunity charges, makes <i>To Charge</i> test and opportunity charge movements. Non-initiative player makes <i>Being Charged</i> test for opportunity charges and resulting movements Initiative player makes <i>Being Charged</i> tests for opportunity charges and resulting movements Defensive Fire Normal and Forced March moves All charging units make <i>Charging Home</i> tests
Close Assault Phase (Simultaneous)	Work out close assault tactical factors Remove casualties and perform compulsory movements.

MORALE TESTS			
Roll 1d6. If roll exceeds score unit passes			
Class 1	1	Class 5	-3
Routing	3	Class 4	-2
Shaken	2	Class 3	-1
Disordered	1	General is attached	-2
Less than 50% of starting strength	2	Under command of a Exceptional General (<i>Not if attached</i>)	-1
Involved in a close assault previously	1	Exceptional General attempting to rally	-3
Pushed back in the previous turn	1	Other General attempting to rally	-2
Routed previously	1	Charging behind enemy flank or rear (<i>Must start charge to flank or rear</i>)	-3
Target is behind fortification or on higher ground	1	Charging a unit pushed back in the previous turn	-1
Each shooting hit this turn	1	Charging a shaken enemy	-2
Enemy appeared within 60mm (<i>Surprised</i>)	1	Irregular charging infantry	-2
For each visible routing/ destroyed friendly unit within 120mm	1	Cuirassiers charging	-1
Target has passed being charged test	3	Cuirassiers charged by other cavalry	-1
Charging over disordering terrain	2	Formed units charging skirmishers	-1
Charged in the rear	3	Pursued by skirmishers (<i>Except if unit was also skirmishing</i>)	-1
Charged in the flank	2	Square being charged by mounted troops	-2
If unit hit by rocket fire	2	Friendly infantry, artillery, wood, urban area or difficult terrain within 20mm of both flanks (<i>Not if enemy occupy area and are within 60mm</i>)	-2
Skirmishers being charged by formed units	2	Artillery crew defending unlimbered guns	-2
Out of command	1	Defending an obstacle, urban area or higher ground (<i>Count only once</i>)	-1
Routing General attempting rally	1		
Cavalry frontally charging formed troops on initial charge	2		
Cavalry charging Square	1		
Light cavalry pursuing routing enemy	1		
Cavalry routing from charging a square	1		
Infantry being charged by cavalry in the open	3		
Infantry attempting to charge formed units	3		
Infantry in column within musketry range of enemy troops	2		
Within a burning wood or urban area (<i>Fire within 30mm</i>)	1		

MORALE TEST RESULTS		
TEST	PASS	FAIL
Charge	Units perform as player desires	Cannot make any movement towards enemy units but may change formation. Only one charge attempt by a unit or part unit per Turn. Cavalry may not charge through, out of or into heavy woods unless on a road and the unit remains on the road.
Being Charged	Units perform as player desires If contacted by enemy charge cannot move or change formation but may shoot at the enemy prior to the <i>Close Assault</i> . Cavalry and irregular charging units may countercharge	Troops move directly away from chargers half a rout movement. A full rout movement is made in the same turns <i>Movement Phase</i> .
Shooting Casualties	Units perform as player desires	Advancing units are halted and disordered. Halted units will be Shaken and must fall back half a normal movement and cannot change formation. Units that fall back the previous turn rout immediately.
Charge Home	Units perform as player desires	Charging unit halts short (Infantry 30mm, Cavalry 60mm) of their target and become Disordered.
Rally	Units rally in line or column facing the enemy	Units remain shaken or continue routing

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MOVEMENT				
Troop Type and Situation	Normal	Road	Rout	Forced March
Staff including Escorts	300	360	360	900
Cavalry in column	300	200	<i>As per Type</i>	600
Cuirassier /Armoured Cavalry in line	180	210	210	--
Light Cavalry, and Other Mounted Troops in line	240	300	300	--
Skirmishing Cavalry	300	330	300	--
Skirmish Infantry Lines <i>not firing</i>	120	--	150	--
Skirmishers firing and advancing	90	--	150	--
Infantry in March Column <i>not firing (column 2 figures wide)</i>	120	150	150	360
Infantry in Manoeuvre or Assault Column <i>not firing (column 4 figures wide)</i>	75	150	150	--
Infantry in Line <i>not firing</i>	75	--	150	--
Infantry in Line or Column Firing and Moving (<i>not available to Class 1</i>)	45	--	150	--
Side Stepping or Retiring backwards(<i>not available to Class 1</i>)	30	30	--	--
Horse Artillery Move <i>limbered no firing</i>	240	360	300	600
Manhandled Artillery Move (<i>Light –Medium guns only</i>)	30	45	<i>Abandon Gun</i>	--
Foot Artillery Move <i>Limbered with no firing</i>	105	75	120	240
Siege Artillery Move <i>Oxen/horse drawn with no firing</i>	60	75	60	--
Animal Transport/Wagons	90	120	120	180
Boats with current/against current	180/90	360	--	--

MOVEMENT MODIFIERS	
Terrain or Formation Change	Modifier to Movement Rate
Moving through an Urban Area or Light Wood or Difficult Ground <i>except skirmishing infantry</i>	Slows Rate to two Thirds
Moving through a Heavy Wood or over Difficult Hill – <i>infantry only</i>	Slows Rate to Half
To Cross a River <i>at marked ford only</i> or To Cross a Swamp, Snow, or Sand	Slows Rate to a Third
To Ford Stream or Enter/Exit Boats	Slows Rate to Half
To Cross a Low Wall	-30mm
To Cross a Man Height Wall/Fortification/Obstacle <i>infantry only</i>	-60mm
Wheeling <i>measured from outside flank (Class 4 and 5)</i>	Slows Rate to two Thirds
Wheeling <i>measured from outside flank</i>	Slows Rate to Half
To and From Battalion Square	-45mm
To Turn Line 90° <i>pivot on centre of unit (Class 4 and 5 only)</i>	No other movement
To Turn Manoeuvre or Assault Column 90°(<i>column 4 figures wide</i>)	Slows Rate to Half
To Turn March Column 90°(<i>column 2 figures wide</i>) <i>Unit will form line</i>	Slows Rate to two Thirds
To Turn About 180° <i>Cavalry and Infantry in column</i>	Slows Rate to Half
To Turn About 180° <i>limbered artillery and infantry in line</i>	No other movement
To or From Manoeuvre Column to Line <i>not involving turn</i>	Slows Rate to Half
To or From March Column to Line <i>not involving turn</i>	Slows Rate to Half
To Limber/unlimber Foot Artillery from Horse/Oxen teams	-45mm
To Mount/Dismount – <i>1 figure in 4 to hold horses</i>	-30mm
To or From Column to Line – <i>Heavy Cavalry/Cuirassiers/Armoured</i>	-90mm
To or From Column to Line – <i>Light Cavalry or Skirmish Cavalry</i>	-60mm

CASUALTIES AND DAMAGE TO ARTILLERY / STAFF / ENGINEERS			
For each hit from Shooting or Close Assault roll 2d6 to determine effect			
Roll	Artillery	Staff	Engineers
2-4	No effect	General will need fresh change of clothes. No Effect	Remove 1 Pioneer Figure
5-8	One gun can not move for one turn	General cannot move for one turn	Engineer Slightly Wounded <i>No Action for 1 turn</i>
9-10	Remove 1 Crew Figure <i>One gun cannot fire for 1 turn</i>	General Lightly Wounded <i>Units lose command for 1 turn</i>	Engineer Seriously Wounded <i>No Action for 2 turns</i>
11	Remove 2 Crew Figures <i>Battery cannot fire or move for 1 turn</i>	General Seriously Wounded <i>Units lose command for 2 turns</i>	Engineer Killed <i>If no Engineer then 2 Pioneers</i>
12	Remove Gun and 2 Crew Figures <i>Battery cannot fire or move for 1 turn</i>	General Killed <i>Units lose command for 2 turns and until General replaced</i>	Engineer Killed <i>If no Engineer then 2 Pioneers</i>

1. Only Round shot and Common shell can destroy a gun
2. Close Assault Casualties are on Crew Figures

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SMALL ARMS SHOOTING									
HH indicates two casualties, H indicates one casualty									
Firer	Figures per 1d6	Range mm	Dispersed	Dense	Line	Fast	Light Cover	Heavy Cover	Notes
Steady Volley	2	30	6H	56H	56H	56H	56H	6H	Formed troops only, not Class 1 and 2
		60	--	56H	56H	6H	56H	--	
		120	--	6H	6H	--	--	--	
Steady Volley	3	30	56H	345 H 6 HH	345 H 6 HH	456H	456H	56H	Formed troops only, not Class 1 and 2
		60	6H	45 H 6 HH	456H	56H	56H	6H	
		120	--	456H	456H	--	--	--	
Steady Volley	4	30	456H	234 H 56 HH	2345 H 6 HH	3456H	456H	56H	All Steady Class 4 and 5 infantry battalions in Line with more than 8 figures may re-roll 1d6 that misses
		60	56H	345 H 6 HH	3456 H	456H	56H	6H	
		120	--	456H	456H	--	--	--	
Disordered, Irregular or Subsequent Volley	2	30	--	56H	56H	6H	56H	6H	Formed troops only, Class 1 and 2
		60	--	6H	6H	6H	6H	--	
		120	--	--	--	--	--	--	
Disordered, Irregular or Subsequent Volley	3	30	6H	45 H 6 HH	456 H	456H	56H	6H	Formed troops only, Class 1 and 2
		60	--	456H	56 H	56H	6H	6H	
		120	--	6H	6H	--	--	--	
Disordered, Irregular or Subsequent Volley	4	30	56H	345 H 6 HH	3456 H	3456H	56H	6H	Formed troops only, Class 1 and 2
		60	--	45 H 6 HH	456H	456H	56H	6H	
		120	--	56H	56H	--	--	--	
Skirmisher or Dismounted Troops	2	60	56H	56H	56H	56H	56H	6H	180° Firing Arc
		120	--	6H	6HH	--	--	--	
Rifle Skirmishers	2	90	56H	56H	56H	6H	56H	6H	180° Firing Arc
		180	--	6H	6H	--	--	--	
Mounted Troops Small Arms	3 if Regular	30	6H	56H	56H	56H	6H	--	--
	2 if Irregular	60	--	6H	6H	--	--	--	
Bow	3	45	6H	6H	6H	6H	--	--	180° Firing Arc

ARTILLERY SHOOTING									
HH indicates two casualties, H indicates one casualty, F indicates fire									
Range and Ammunition	Gun or Howitzer Calibre	Range to Target mm	Dispersed	Dense	Line	Fast	Light Cover	Heavy Cover	Bounce through distance for Hits
Canister	Light	100	3456H	234 H 56 HH	23456H	234H 56 HH	456H	56H	--
	Light Medium	150							
	Medium	200							
	Heavy	250							
	Siege	300							
Close Range	Light	180	456H	45 H 6 HH	3456H	456H	56H	6H	60
	Light Medium	240							60
	Medium	300							90
	Heavy	360							150
	Siege	420							180
Medium Range	Light	300	--	56H	56H	6H	6H	--	60
	Light Medium	360							60
	Medium	420							90
	Heavy	450							150
	Siege	510							180
Long Range	Light	420	--	6H	6H	--	6H	--	60
	Light Medium	480							60
	Medium	540							90
	Heavy	600							150
	Siege	720							180
Howitzers	Light	90-750	--	6 HH	6H	--	45 H 6 FH	5 H 6 FH	With an F result re-roll 1d6. On a 6 a fire is started.
	Light Medium	120-840							
	Medium	150-900							
	Heavy	240-1050							
	Siege	330-1200							
Rockets		180-600	--	6H	6H	--	6FH	--	

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CLOSE ASSAULT TACTICAL FACTORS	
Add the average Troop Class Rating for the Units on each side and add 1d6 roll. Round up to nearest number. Refer to Victory Scale for results. If tied, roll a further 1d6 and add to tally for final result.	
Formed units fighting skirmishing infantry in open	Automatic Major Victory
Formed units fighting deployed artillery <i>not if artillery in fieldworks or in base contact with formed friendly infantry</i>	Automatic Major Victory
Cavalry fighting rear or flank of infantry units in open	Automatic Major Victory
Any formed units fighting routers or rear of shaken troops	Automatic Major Victory
If infantry square fighting cavalry <i>not in woods</i>	6
If fighting a flank or rear of an enemy unit	4
If defending fortifications	4
If cavalry fighting infantry not in square	4
If cuirassiers charging <i>do not count other charging factor</i>	3
If fighting shaken units	3
If defending a heavy urban area or heavy cover <i>not cavalry</i>	2
If fighting with an overlap of 20mm or wider than enemy frontage	2
If Exceptional General attached	2
If charging <i>count once regardless of number of units charging</i>	2
If heavy cavalry fighting light cavalry frontally	2
If formed units fighting skirmishers or irregulars	2
If fighting deployed artillery in base contact with friendly formed infantry	2
If infantry or artillery defending higher ground or light woods	1
Outnumber enemy by 3:2 (+1) or 2:1 (+2) or 3:1 (+3) or 4:1 (+4) etc <i>Not in urban areas/woods or cavalry versus square</i>	1/2/3 etc
If Capable General attached	1
If defending a light urban area, light cover or heavy woods <i>not cavalry</i>	1
If fighting disordered units	1
If column charging into a line	1
If infantry charging downhill <i>At least half of unit must be on higher ground</i>	1
If halted cuirassiers	1
If irregular charging infantry	1
If infantry armed with sword and shield/buckler	1
If Lancers Charging <i>to their front and not disordered</i>	1
If unit has previously engaged in close assault this game	-2
If unit below 50% of starting strength	-2

CLOSE ASSAULT VICTORY SCALE				
Score Difference and Combat Result				
Arms	1-2	3-4	5-8	9+
Foot Victory over Foot	A Brief Combat	B Push Back Melee	C Minor Victory	D Major Victory
Foot Victory over Mounted	E Brief Combat	F Minor Victory	G Major Victory	Major Victory
Mounted Victory over Foot	X Brief Combat	Y Minor Victory	Z Major Victory	Major Victory
Mounted Victory over Mounted	A Brief Combat	B Push Back Melee	C Minor Victory	D Major Victory

CLOSE ASSAULT RESULTS								
Type	Casualties		Facing		Morale		Compulsory Movement No deduction for Terrain	
	Winner	Loser	Winner	Loser	Winner	Loser	Winner	Loser
A	0	1	Toward	Toward	Good	Good	Foot Back 30mm Cavalry Back 45mm	Foot Back 30mm Cavalry Back 45mm
B	1	2	Toward	Toward	Good	Disordered	Static	Back 60mm
C	2	4	Toward	Away	Disordered	Shaken	Forward 30mm	Back 60mm
D	1	5	Toward	Away	Disordered	Routing	Forward 60mm	Back 120mm
E	1	1	Toward	Toward	Good	Good	Static	Back 120mm
F	1	2	Toward	Toward	Disordered	Shaken	Static	Back 120mm
G	1	3	Toward	Away	Disordered	Shaken	Static	Back 120mm
X	0	2	Toward	Toward	Good	Disordered	Static	Back 60mm
Y	1	3	Toward	Away	Disordered	Routing	Forward 60mm	Back 90mm
Z	1	6	Toward	Away	Disordered	Routing	Forward 90mm	Back 120mm