

Pro Patria! 25mm Reference Tables (10 February 2007)

MORALE TESTS		
Roll 1d6. If roll exceeds score unit passes		
Testing Unit Class	Class 1	1
	Class 2	0
	Class 3	-1
	Class 4	-2
	Class 5	-3
Testing Unit Condition	Disordered	1
	Each shooting hit this turn	1
	Less than 50% of starting strength	2
	Shaken	2
	Routing	3
Tactical Situation	Charged in the Flank or Rear	3
	Infantry being charged by cavalry in the open	3
	Infantry attempting to charge formed units	3
	Charging formed troops on initial charge	2
	Charging over disordering terrain	2
	Cavalry charging Square	2
	If unit hit by rocket fire	2
	Skirmishers being charged by formed units	2
	For each visible routing or destroyed friendly unit within 200mm	1
	Light cavalry pursuing routing enemy	1
	Cuirassiers Charging or being charged by other cavalry	-1
	Formed units charging skirmishers	-1
	Artillery crew defending unlimbered guns	-2
	Irregular charging infantry <i>for charges only</i>	-2
	Square being charged by mounted troops	-2
Charging behind enemy flank or rear (<i>Must start charge to flank or rear</i>)	-3	
Environmental Situation	Within a burning wood or urban area (<i>Fire within 50mm</i>)	1
	Defending an obstacle, wood, urban area or higher ground (<i>Count only once</i>)	-1
	Friendly infantry, artillery, wood, urban area or difficult terrain within 30mm of both flanks	-2
Condition of Enemy Unit(s)	Target has passed being charged test	3
	Target is behind fortification or on higher ground	1
	Enemy appeared within 100mm (<i>Surprised</i>)	1
	Charging a shaken enemy	-2
Command & Control	Out of command	2
	In Command of an Exceptional General (<i>Not if attached</i>)	-1
	General is attached	-2

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 counter charge	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 50mm, Cavalry 100mm) 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 <i>including Escorts</i>	500	600	600	1,500
Cavalry in column	500	550	As per Type	1,000
Cuirassier /Armoured Cavalry in line	300	350	350	--
Light Cavalry, and Other Mounted Troops in line	400	500	500	--
Skirmishing Cavalry	500	550	500	--
Skirmish Infantry Lines <i>not firing</i>	200	--	250	--
Skirmishers firing and advancing	150	--	250	--
Infantry in March Column <i>not firing (column 2 figures wide)</i>	200	250	250	600
Infantry in Manoeuvre or Assault Column <i>not firing (column 4 figures wide)</i>	200	250	250	--
Infantry in Line <i>not firing</i>	120	--	250	--
Infantry in Line or Column Firing and Moving (<i>not available to Class 1</i>)	75	--	250	--
Side Stepping or Retiring backwards(<i>not available to Class 1</i>)	50	50	--	--
Horse Artillery Move <i>limbered no firing</i>	400	600	500	1,000
Manhandled Artillery Move (<i>Light –Medium guns only</i>)	50	75	Abandon Gun	--
Foot Artillery Move <i>Limbered with no firing</i>	175	200	200	400
Siege Artillery Move <i>Oxen/horse drawn with no firing</i>	100	125	100	--
Animal Transport/Wagons	150	200	200	300
Boats with current/against current	300 / 150	--	--	--

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	-50mm
To Cross a Man Height Wall/Fortification/Obstacle <i>infantry only</i>	-100mm
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	-75mm
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	-75mm
To Mount/Dismount – <i>1 figure in 4 to hold horses</i>	-50mm
To or From Column to Line – <i>Heavy Cavalry/Cuirassiers/Armoured</i>	-150mm
To or From Column to Line – <i>Light Cavalry or Skirmish Cavalry</i>	-100mm

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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.

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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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.		
Charging troops	If cuirassiers or lancers charging (do not count other charging factors)	3
	If irregular charging infantry (do not count other charging factors)	3
	If charging (count once regardless of number of units charging)	2
	If formed infantry charging downhill <i>At least half of unit must be on higher ground</i>	1
Condition of Own Unit	If unit below 50% of starting strength	-3
	If halted cuirassiers	1
	If unit has previously engaged in close assault this game	-2
Outnumber Enemy	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
Tactical Situation	If column charging into a line	1
	If fighting with an overlap of 30mm or wider than enemy frontage	2
	If heavy cavalry fighting light cavalry frontally	2
	If formed units fighting skirmishers or irregulars	2
	If fighting a flank or rear of an enemy unit	4
	If cavalry fighting infantry not in square	4
	Cavalry fighting rear or flank of infantry in open	Major Victory
	Formed units fighting deployed artillery (not if artillery in fieldworks or in base contact with formed friendly infantry)	Major Victory
	Any formed units fighting routers or rear of shaken troops	Major Victory
If infantry square fighting cavalry (not in woods)	6	
Environmental Situation	If on higher ground (At least half of unit must be on higher ground)	1
	If defending light cover (not for cavalry)	1
	If defending heavy cover (not for cavalry)	2
Condition of Enemy Unit(s)	If fighting shaken units	3
	If fighting disordered units	1
	If fighting deployed artillery in base contact with friendly formed infantry	2
Command Control	If General attached	1

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	G Major Victory
Mounted Victory over Foot	X Brief Combat	Y Minor Victory	Z Major Victory	Z 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 50mm Cavalry Back 75mm	Foot Back 50mm Cavalry Back 75mm	
B	1	2	Toward	Toward	Good	Disordered	Static	Back 100mm	
C	2	4	Toward	Away	Disordered	Shaken	Forward 50mm	Back 100mm	
D	1	5	Toward	Away	Disordered	Routing	Forward 100mm	Back 200mm	
E	1	1	Toward	Toward	Good	Good	Static	Back 200mm	
F	1	2	Toward	Toward	Disordered	Shaken	Static	Back 200mm	
G	1	3	Toward	Away	Disordered	Shaken	Static	Back 200mm	
X	0	2	Toward	Toward	Good	Disordered	Static	Back 100mm	
Y	1	3	Toward	Away	Disordered	Routing	Forward 100mm	Back 150mm	
Z	1	6	Toward	Away	Disordered	Routing	Forward 150mm	Back 200mm	

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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	300	456H	45 H 6 HH	3456H	456H	56H	6H	100
	Light Medium	400							100
	Medium	500							150
	Heavy	600							250
	Siege	700							300
Medium Range	Light	500	--	56H	56H	6H	6H	--	100
	Light Medium	600							100
	Medium	700							150
	Heavy	750							250
	Siege	850							300
Long Range	Light	700	--	6H	6H	--	6H	--	100
	Light Medium	800							100
	Medium	900							150
	Heavy	1,000							250
	Siege	1,200							300
Howitzers	Light	150-1,250	--	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	200-1,400							
	Medium	250-1,500							
	Heavy	400-1,750							
	Siege	550-2,000							
Rockets	300-1000		--	6H	6H	--	6FH	--	

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	100	--	56H	56H	6H	56H	--	Formed troops only, not Class 1 and 2
		200	--	6H	6H	--	--	--	
Steady Volley	3	100	6H	45 H 6 HH	456H	56H	56H	6H	Formed troops only, not Class 1 and 2
		200	--	456H	456H	--	--	--	
Steady Volley	4	100	56H	345 H 6 HH	3456 H	456H	56H	6H	All Steady Class 4 and 5 infantry battalions in Line with more than 8 figures may re-roll 1d6 that misses
		200	--	456H	456H	--	--	--	
Disordered, Irregular or Subsequent Volley	2	100	--	6H	6H	6H	6H	--	Formed troops only, Class 1 and 2
		200	--	--	--	--	--	--	
Disordered, Irregular or Subsequent Volley	3	100	--	456H	56 H	56H	6H	6H	Formed troops only, Class 1 and 2
		200	--	6H	6H	--	--	--	
Disordered, Irregular or Subsequent Volley	4	100	--	45 H 6 HH	456H	456H	56H	6H	Formed troops only, Class 1 and 2
		200	--	56H	56H	--	--	--	
Skirmisher or Dismounted Troops	2	100	56H	56H	56H	56H	56H	6H	180° Firing Arc
		200	--	6H	6HH	--	--	--	
Rifle Skirmishers	2	150	56H	56H	56H	6H	56H	6H	180° Firing Arc
		300	--	6H	6H	--	--	--	
Mounted Troops Small Arms	3 if Regular	50	6H	56H	56H	56H	6H	--	--
	2 if Irregular	100	--	6H	6H	--	--	--	
Bow	3	75	6H	6H	6H	6H	--	--	180° Firing Arc