

# Polemos ACW—Crisis of Allegiance Army Pack Generators-1862

These army list are designed to help you get a battle out of a couple of army packs or the boxed set if you have one. Firstly the number of bases for each army pack is as follows:

## Union Army Pack - Eastern Theatre

10 Bases of Infantry  
2 Bases of Zouaves  
2 Bases of Mounted cavalry  
2 Bases of Dismounted cavalry  
10 Bases of Artillery  
4 Command Bases

## Union Army Pack - Western Theatre

11 Bases of Infantry  
2 Bases of Zouaves  
2 Bases of Mounted cavalry  
2 Bases of Dismounted cavalry  
8 Bases of Artillery  
4 Command Bases

## Confederate Army Pack

12 Bases of Infantry  
2 Bases of Zouaves  
2 Bases of Mounted cavalry  
2 Bases of Dismounted cavalry  
5 Bases of Artillery  
4 Command Bases

In your army you will have a **CinC** and three commands this equals the amount of command bases present in the pack. One of these will be your **CinC** and three will be your **Subordinates (Generals)**.

Roll for the Grading of the **CinC** and any attached assets detailed in the army list. Then Roll for the Grading of the **Generals** as detailed in the army lists. Once you have rolled for your **Generals**, roll again on the tables below, following the sequence outlined to determine the composition of your Army

If at any point in the formation you are dicing for you run out of bases for that type of formation stop generating and move on. This should happen even if you are only part of the way through a formation, you must stop. If you roll for a formation that you longer have bases for move on until you do get one that has bases.

You may therefore end up not completing some formations and you can assume these units never arrived at the battle through incompetence, misdirection or simply getting lost.



# *Union Eastern Theatre, 1862*

Grade of the **CinC** (D6)

- 1 Exceptional
- 2-5 Skilled
- 6 Inept

Grades of the three **Generals** (D6)

- 1 Commanding
- 2-4 Capable
- 5-6 Cautious

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Cavalry Brigade	Infantry Division	Infantry Divi- sion	Infantry Corps
6	7	8	9	0
Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

**Infantry Corps** (D6) for **Divisions in Corps**

- 1-3 1 Division
- 4-6 2 Divisions

For each Division in the Corps

For each Division roll (D6)

- 1-2 1 Brigade
- 3-6 2 Brigades

For each Brigade roll (D6)

- 1-4 1 Base
- 5-6 2 Bases

For each Brigade (D6)

- 1 Smoothbore Weapons
- 2-6 Rifled Weapons

For Each Brigade roll (D6)

- 1-2 SK0
- 3-5 SK1
- 6 SK2

For Each Base Class roll (D6)

- 1-3 Raw
- 4-5 Trained
- 6 Veteran

Throw (D6) for each **Division** if **5 or 6** add **Elite** status to one base.

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For each Infantry Corps (D6)

- 1-3 1 x Artillery Bases
- 4-6 2 x Artillery Bases

For each Artillery base (D6)

- 1-3 Reserve Artillery
- 4-6 Field Artillery

If there are any remaining artillery bases create a reserve attached directly to the **CinC**.

For Each Reserve Artillery Bases (D6)

- 1-4 1 Reserve Artillery Base
- 5-6 1 Field Artillery Base

**Cavalry Brigade**

Brigade has 2 Bases

For each base of Cavalry (D6)

- 1-2 Smoothbore Weapons
- 3-5 Rifled Weapons
- 6 BL or Repeating Rifled Weapon

For each base of Cavalry roll (D6)

- 1-3 Raw
- 4-5 Trained
- 6 Veteran

For each base of Cavalry roll (D6)

- 1-2 SK0
- 3-4 SK1
- 5-6 SK2

Throw (D6) for each Brigade if **5 or 6** add **Elite** status to one base



# *Confederate Eastern Theatre, 1862*

Grade of the **CinC** (D6)

- 1-3 Exceptional
- 4-5 Skilled
- 6 Inept

Grades of the three **Generals** (D6)

- 1-2 Commanding
- 3-5 Capable
- 6 Cautious

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Cavalry Brigade	Infantry Division Detached	Infantry Divi- sion	Infantry Corps
6	7	8	9	0
Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

Throw (D6) for each **Corps** if **1 or 2** add  
1 x Reserve Artillery base.

**Infantry Corps** (D6) for **Divisions** in **Corps**

- 1-3 1 Division
- 4-6 2 Divisions

For each Division in the Corps or **Detached Infantry Division**

For each Division roll (D6) (Detached Div +1)

- 1-2 1 Brigade
- 3-6 2 Brigades

For each Brigade roll (D6)

- 1-3 1 Base
- 4-6 2 Bases

For each Brigade (D6)

- 1-2 Smoothbore Weapons
- 3-6 Rifled Weapons

For Each Brigade roll (D6)

- 1-2 SK0
- 3-5 SK1
- 6 SK2

For Each Base Class roll (D6)

- 1-2 Raw
- 3-5 Trained
- 6 Veteran

Throw (D6) for each **Division** if **5 or 6** add **Elite** status to one base.

For each Infantry Division (D6)

1 x Field Artillery Base

If there are any remaining artillery bases create a reserve attached directly to the **CinC**.

For Each Reserve Artillery Base (D6)

- 1-3 1 Reserve Artillery Base
- 4-6 1 Field Artillery Base

**Cavalry Brigade**

Brigade has 2 Bases

For each base of Cavalry (D6)

- 1-3 Smoothbore Weapons
- 4-6 Rifled Weapons

For each base of Cavalry roll (D6)

- 1 Raw
- 2-4 Trained
- 5-6 Veteran

For each base of Cavalry roll (D6)

- 1 SK0
- 2-4 SK1
- 5-6 SK2

Throw (D6) for each Brigade if **5 or 6** add **Elite** status to one base



# *Union Western Theatre, 1862*

Grade of the **CinC** (D6)

- 1-2 Exceptional
- 3-5 Skilled
- 6 Inept

Grades of the three **Generals** (D6)

- 1-2 Commanding
- 3-4 Capable
- 5-6 Cautious

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Infantry Division Detached	Infantry Corps	Infantry Corps	Infantry Corps
6	7	8	9	0
Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps	Artillery Reserve

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

**Infantry Corps** (D6) for **Divisions** in **Corps**

- 1-3 1 Division
- 4-6 2 Divisions

For each Division in the Corps or Detached Division  
For each Division roll (D6) +1 for Detached Division

- 1-2 1 Brigade
- 3-6 2 Brigades

For each Brigade roll (D6)

- 1-4 1 Base
- 5-6 2 Bases

For each Brigade (D6)

- 1-2 Smoothbore Weapons
- 3-5 Rifled Weapons
- 6 BL or Repeating Rifled Weapons

For Each Brigade roll (D6)

- 1-2 SK0
- 3-5 SK1
- 6 SK2

For Each Base Class roll (D6)

- 1-2 Raw
- 3-5 Trained
- 6 Veteran

Throw (D6) for each **Division** if **5 or 6** add **Elite** status to one base.

For each Infantry Division or Artillery Reserve(D6)

- 1-4 1 x Artillery Bases
- 5-6 2 x Artillery Bases

For each Divisional Artillery bases (D6)

- 1-2 Reserve Artillery
- 3-6 Field Artillery

For Each Reserve Artillery Bases (D6)

- 1-4 1 Reserve Artillery Base
- 5-6 1 Field Artillery Base

If there are any remaining artillery bases create an reserve attached directly to the **CinC** or add to an existing Artillery Reserve formation.

**Cavalry Brigade**

Brigade has 2 Bases

For each base of Cavalry (D6)

- 1-2 Smoothbore Weapons
- 3-4 Rifled Weapons
- 5-6 BL or Repeating Rifled Weapon

For each base of Cavalry roll (D6)

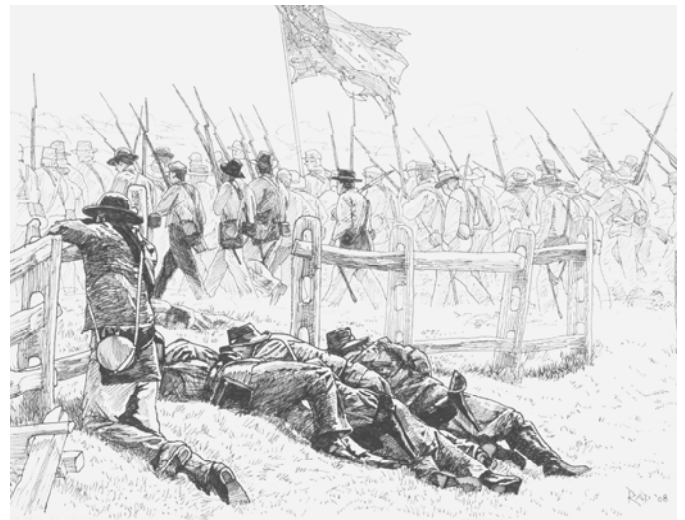
- 1-2 Raw
- 3-5 Trained
- 6 Veteran

For each base of Cavalry roll (D6)

- 1-2 SK0
- 3-4 SK1
- 5-6 SK2

Throw (D6) for each Brigade if **5 or 6** add **Elite** status to one base

Throw (D6) for Cavalry Brigade Artillery if **4 to 6** add 1 Field Artillery Base



# Confederate Western Theatre, 1862

Grade of the **CinC** (D6)

- 1-3 Exceptional
- 4-5 Skilled
- 6 Inept

Grades of the three **Generals** (D6)

- 1-2 Commanding
- 3-5 Capable
- 6 Cautious

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Infantry Division De- tached	Infantry Corps	Infantry Corps	Infantry Corps
6	7	8	9	0
Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps	Infantry Reserve Corps

Note: each option may only be assigned once. If the same number is rolled more than once roll again.

Throw (D6) for each **Corps** if **1 or 2** add  
1 x Reserve Artillery base.

**Infantry Corps** (D6) for **Divisions** in **Corps**  
(Reserve Corp -2 to roll)

- 1-2 1 Division
- 3-6 2 Divisions

For each Division in Corps or Detached Division  
For each Division roll (D6) (Detached or Reserve Corps  
Divisions +1)

- 1-2 1 Brigades
- 3-6 2 Brigades

For each Brigade roll (D6)

- 1-3 1 Base
- 4-6 2 Bases

For each Brigade (D6)

- 1-2 Smoothbore Weapons
- 3-6 Rifled Weapons

For Each Brigade roll (D6)

- 1 SK0
- 2-3 SK1
- 4-6 SK2

For Each Base Class roll (D6)

- 1-2 Raw
- 3-4 Trained
- 5-6 Veteran

Throw (D6) for each **Division** if **5 or 6** add **Elite** status to  
one base.

For each Infantry Division (D6)  
1 x Field Artillery Base

If there are any remaining artillery bases create a reserve  
attached directly to the **CinC**.

For Each Reserve Artillery Base (D6)

- 1-2 1 Reserve Artillery Base
- 3-6 1 Field Artillery Base

## Cavalry Brigade

Brigade has 2 Bases

For each base of Cavalry (D6)

- 1-2 Smoothbore Weapons
- 3-6 Rifled Weapons

For each base of Cavalry roll (D6)

- 1-2 Raw
- 3-4 Trained
- 5-6 Veteran

For each base of Cavalry roll (D6)

- 1 SK0
- 2-4 SK1
- 5-6 SK2

Throw (D6) for each Brigade if **5 or 6** add **Elite** status to  
one base

Throw (D6) for Cavalry Brigade Artillery if **4 to 6** add 1

