

Polemos ACW—On They Came Army Pack Generators-1862

These army list are designed to help you get a battle out of a couple of ACW army packs or if you have the boxed set.

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.



The first formation to be generated in each army list is an **Infantry Division**. Dice as directed to decide the number of **Brigades** in the **Division**, **Battalions** or **Regiments** in the **Brigade** and their type and class.

Then Dice for the grading of the commanding **General** and the number of and type of the attached **Artillery units**.

Once the first **Infantry Division** is complete, dice at random for what the next formation will be; this may be an **Attached Cavalry Brigade** for instance, a **Cavalry Division** or another **Infantry Division**.

Continue to dice again for the composition, type and class until this formation too is complete.

Once any other type of formation has been generated, the formation which follows will always be an **Infantry Division**; therefore line Infantry formations will always equal or outnumber all other type of formations within 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.

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



Union Eastern Theatre, 1862

CinC

Grade of **CinC** (D6)

- 1-3 Inept
- 4-6 Skilled

Generals (D6)

Grades of **General** (D6)

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

Infantry Division (D6) for Brigades

- 1-3 1 Brigades
- 4-6 2 Brigades

Regiments (Units) per Brigade (D6)

- 1-2 1 Regiment (Base)
- 3-5 2 Regiments (Bases)
- 6 3 Regiments (Bases)

Regiment Experience (D10)

| 1 | 2 | 3 | 4 | 5 |
|----------------|----------------|----------------|----------------|----------------|
| Raw SK0 | Raw SK1 | Raw SK1 | Raw SK1 | Raw SK1 |
| 6 | 7 | 8 | 9 | 0 |
| Trained SK0 | Trained SK1 | Trained SK1 | Trained SK2 | Veteran SK2 |

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

For each Base roll (D6) for the type of **Infantry** Weapon.

- 1 Smoothbore Muskets
- 2-6 Rifle Muskets

Throw (D6) for each Division if **5-6** change one Base to Repeating Rifles.

Artillery attachments for each General (D6)

- 1-4 Brigade (Artillery attached to Brigades)
- 5-6 Division (Artillery attached to Divisions)

Brigade Artillery,

- 1 Artillery Base per Brigade

Brigade Artillery (D6)

- 1 Light SB Base
- 2-3 Heavy SB Base
- 4-5 Light Rifle Base
- 6 Heavy Rifle Base

Divisional Artillery (D6) for each Division

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

Divisional Artillery (D6) for each Division Artillery Base

- 1 Light SB Base
- 2-3 Heavy SB Base
- 4-5 Light Rifle Base
- 6 Heavy Rifle Base

Class of Artillery (D6)

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

The first Infantry Division rolled for has a Cavalry Brigade attached, thereafter all formations are infantry divisions.

Cavalry Brigade

Each Cavalry Brigade 2 Regiments (Bases)

Class of Cavalry Regiment (D6)

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

SK Value for Cavalry dismounted Bases (D6)

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

For each Base roll (D6) for the type of **Cavalry** Weapon

- 1 Mixed Cavalry Weapons
- 2-6 Carbines

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

If there are any Artillery Bases left over Attach them to the **CinC** and treat them as an **Artillery Reserve**.



Union Western Theatre, 1862

CinC

Grade of **CinC** (D6)

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

Generals

Grades of **General** (D6)

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

Infantry Division (D6) for Brigades

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

Artillery (D6) for each Brigade

- 1 1 x Heavy SB Bases
- 2-3 1 x Light SB Base
- 4-5 1 x Heavy Rifle Base
- 6 1 x Light Rifle

Regiments (Units) per Brigade (D6)

- 1 1 Regiment (Base)
- 2-5 2 Regiments (Bases)
- 6 3 Regiments (Bases)

Regiment Experience (D10)

| 1 | 2 | 3 | 4 | 5 |
|----------------|----------------|----------------|----------------|----------------|
| Raw SK0 | Raw SK1 | Raw SK1 | Raw SK1 | Raw SK1 |
| 6 | 7 | 8 | 9 | 0 |
| Trained SK0 | Trained SK1 | Trained SK2 | Trained SK2 | Veteran SK2 |

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

For each Base roll (D6) for the type of **Infantry** Weapon.

- 1 Older Rifles
- 2 Smoothbore Muskets
- 3-6 Rifle Muskets

Throw (D6) for each Division if **5-6** change one Base to Repeating Rifles.

Throw (D6) for each Division if **4-6** add one Base of **Raw** Artillery rolled on the Artillery table.

Class of Artillery (D6)

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

The first Infantry Division rolled for has a Cavalry Brigade attached, thereafter all formations are infantry divisions.

Cavalry Brigade

Each Cavalry Brigade 2 Regiments (Bases)

Class of Cavalry Regiment (D6)

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

SK Value for Cavalry dismounted Bases (D6)

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

For each Base roll (D6) for the type of **Cavalry** Weapon

- 1 Mixed Cavalry Weapons
- 2-6 Carbines

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

If there are any Artillery Bases left over Attach them to the **CinC** and treat them as an **Artillery Reserve**.



Union Eastern Theatre, 1862

CinC

Grade of **CinC** (D6)

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

Generals

Grades of **General** (D6)

- 1 Cautious
- 2-5 Capable
- 6 Commanding

All Artillery (D6)

Brigade, Divisional Or Corps Artillery

- 1-2 Artillery is attached to the Brigade
- 3-4 Artillery is attached to Division
- 6 Artillery is attached to CinC

CinC Attached Artillery (D6)

- 1-3 2 x Heavy SB & 3 x Light Rifle Base
- 4-5 3 x Light Rifle Base x 2 Heavy Rifle Base
- 6 3 x Heavy SB x 2 Heavy Rifle Base

Division Attached Artillery (D6) for each **Division** (2 Brigade Divisions -2 to roll & 5 Brigade Divisions +2 to roll)

- 1-2 1 x Heavy SB
- 3-4 1 x Heavy SB & 1 x Light Rifle Base
- 5-6 2 x Heavy SB & 1 x Heavy Rifle Base

Infantry Brigades per Division (D6)

(Only use the Artillery on this table if it is attached at the Brigade level)

- 1-3 2 Brigades (2 Artillery Bases)
- 4-6 3 Brigades (3 Artillery Bases)

Brigade Artillery Table (D6) for each Base

- 1 Light Rifle
- 2-3 Light Smoothbore
- 4-5 Heavy Smoothbore
- 6 Heavy Rifle

Regiments (Units) per Brigade (D6)

- 1-2 1 Regiments (Bases)
- 3-6 2 Regiments (Bases)

Regiment Experience (D10)

| | | | | |
|----------------|----------------|----------------|----------------|----------------|
| 1 | 2 | 3 | 4 | 5 |
| Raw SK1 | Raw SK1 | Raw SK1 | Raw SK1 | Trained SK0 |
| 6 | 7 | 8 | 9 | 0 |
| Trained SK1 | Trained SK1 | Veteran SK1 | Veteran SK1 | Veteran SK2 |

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

Throw (D6) for each **Brigade** if **6** change one Base to Trained Cavalry

For each Base roll (D6) for the type of

Infantry Weapon

- 1 Older Rifles
- 2 Smoothbore Muskets
- 3-6 Rifle Muskets

Class of **Artillery** (D6)

- 1 Raw
- 2-5 Trained
- 6 Veteran

After an Infantry Division (D6)

- 1-5 Another Infantry Division
- 6 Cavalry Brigade

Cavalry Brigade (D6) for Brigades

Each Cavalry Brigade 2 Regiments (Bases)

Class of **Cavalry Regiment** (D6)

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

SK Value for **Cavalry** dismounted Bases (D6)

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

For each Base roll (D6) for the type of **Cavalry Weapon**

- 1-2 Mixed Cavalry Weapons
- 3-6 Carbines

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

If there are any Artillery Bases left over Attach them to the **CinC** and treat them as an **Artillery Reserve**.



Confederate Western Theatre, 1862

CinC

Grade of **CinC** (D6)

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

Generals

Grades of **General** (D6)

- 1 Cautious
- 2-5 Capable
- 6 Commanding

Infantry Division (D6) for **Brigades**

- 1 1 Brigades
- 2-5 2 Brigades
- 6 3 Brigades

Artillery (D6) for each Brigade

- 1-2 1 x Heavy SB Bases
- 3 1 x Light SB Base
- 4 1 x Heavy Rifle Base
- 5-6 1 x Light Rifle

Regiments (Units) per **Brigade** (D6)

- 1 1 Regiment (Base)
- 2-4 2 Regiments (Bases)
- 5-6 3 Regiments (Bases)

Regiment Experience (D10)

| 1 | 2 | 3 | 4 | 5 |
|----------------|----------------|----------------|----------------|----------------|
| Raw SK0 | Raw SK1 | Raw SK1 | Raw SK1 | Trained SK1 |
| 6 | 7 | 8 | 9 | 0 |
| Trained SK1 | Trained SK1 | Trained SK2 | Veteran SK1 | Veteran SK2 |

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

Throw (D6) for each **Brigade** if **6** change one Base to Trained Cavalry

For each Base roll (D6) for the type of

Infantry Weapon

- 1 Older Rifles
- 2-3 Smoothbore Muskets
- 4-6 Rifle Muskets

Class of **Artillery** (D6)

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

The first Infantry Division rolled for has a Cavalry Brigade attached, thereafter all formations are infantry divisions.

Cavalry Brigade

Each Cavalry Brigade 2 Regiments (Bases)

Class of **Cavalry Regiment** (D6)

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

SK Value for **Cavalry** dismounted Bases (D6)

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

For each Base roll (D6) for the type of **Cavalry** Weapon

- 1-3 Mixed Cavalry Weapons
- 4-6 Carbines

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

If there are any Artillery Bases left over Attach them to the **CinC** and treat them as an **Artillery Reserve**.

