

Army Generators

When generating your army you must decide on the rough size of the forces that will be involved in the battle.

First decide on the number of subordinate commanders you will have, the number must be within the range given at the start of each list. As a very rough guide the lower number will give you an army of about **twenty four** bases the higher number **in excess of fifty**.

Roll for the Grading of the **CinC** and any attached **Generals** as detailed in the army list.

Once you have rolled for your subordinates, roll again on the tables below, following the sequence outlined to determine the composition of your Army.

Confederate Forces

Die Score:	Results	
1	One of your Officers has decided to take a short cut using an old frontiersman's map. Getting hopelessly lost his command will not reach the battlefield.	Deduct One Subordinate officer
2	Orders are muddled and two of your General's forces end up marching through each other. They will be late to the Battle.	They will arrive at the battle when each rolls a 4, 5 or 6
3 or 4	One of your Generals gets a report of an intact shoe factory and diverts his force to investigate.	He will arrive at the battle when a 3, 4, 5 or 6 is rolled
5 or 6	Your army arrives intact.	No effect

Union Forces

Die Score:	Results	
1 or 2	One of your Officers has decided to halt, rest his troops and eat. His officers refuse to wake him after a liquor filled lunch and will they will not reach the battlefield.	Deduct One Subordinate officer
3 or 4	Orders are late and by the time forces are roused two of your Generals end up leaving late to reach the battle.	They will arrive at the battle when each rolls a 4, 5 or 6
5	One of your Generals gets a fright when he mistakes a foraging Union cavalry patrol for the Confederates and diverts his march columns to avoid them.	He will arrive at the battle when a 3, 4, 5 or 6 is rolled
6	Your army arrives intact.	No effect



Army Generators

Union, Western Theatre - 1862

Grade of CinC (D6)

- 1 Exceptional
- 2-5 Skilled
- 6 Inept

Roll (d6) If 5 or 6 another army is present so divide **Generals** equally between the two commands.

Generals - Choose - 4 to 6

Grades of General (D6)

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

Their Commands (D10)

1	2	3	4	5
Unassigned Troops	Unassigned Troops	Infantry Division	Infantry Division	Infantry Division
6	7	8	9	0
Infantry Division	Infantry Division	Infantry Division	Infantry Division	Infantry Division

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

For each infantry division

For each Division (D6)

- 1-2 2 Brigades & 1 Unassigned Group
- 3-5 3 Brigades
- 6 4 Brigades

For each Brigade (D6)

- 1-2 2 Bases
- 3-5 3 Base
- 6 4 Bases

For each Infantry Brigade (D6)

- 1-2 SK 0
- 3-5 SK 1
- 6 SK 2

For Class (D6)

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

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

For each Infantry division (D6)

- 2-5 1 Artillery Base
- 6 2 Artillery Bases

For Each Artillery Base (D6)

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

Throw (D6) for each Division without any unassigned troops.

- 1-4 Add a group of Unassigned Troops

Unassigned Troops

For each group (D6)

- 1 1 Base of Field Artillery
- 2-3 1 Base of Cavalry & 1 Base Field Artillery
- 4-5 2 Base of Cavalry & 1 Base Infantry
- 6 1 Base of Field &, 1 Base of Reserve Artillery & 1 Base of Infantry

For each Cavalry or Infantry base class (D6)

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

For each Cavalry or Infantry Base (D6)

- 1-2 SK 0
- 3-4 SK 1
- 5-6 SK 2

Class for all Artillery Bases (D6)

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

Throw (D6)

For each group if **5 or 6** add **Elite** status to one base



Army Generators

Confederate, Western Theatre - 1862

Grade of CinC (D6)

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

Generals - Choose - 4 to 5

Grades of General (D6)

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

Their Commands (D10)

1	2	3	4	5
Cavalry Brigade	Infantry Reserve	Infantry Division	Infantry Division	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

Divisions in Corps (D6)

- 1-3 2 Divisions
- 4-5 3 Divisions
- 6 4 Divisions

For each Infantry Division in Corps or Infantry Division or Infantry Reserve

For each Division (D6)

- 1 3 Brigades
- 2-5 4 Brigades
- 6 5 Brigades

For each Brigade (D6)

- 1-2 2 Bases
- 3-5 3 Bases
- 6 4 Bases

For each Infantry Brigade (D6)

- 1 SK 0
- 2-3 SK 1
- 4-6 SK 2

For Class (D10)

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

Throw (D6)

For each Division if **4 or 6** add Elite status to one brigade

Artillery For All Divisions

Each division - 1 Artillery Base

For Each Artillery Bases (D6)

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

Cavalry Brigade

For each Division (D6)

- 1-4 2 Brigades
- 5-6 3 Brigades

For each Brigade (D6)

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

For Class (D6)

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

For each Cavalry Brigade Base (D6)

- 1 SK 0
- 2-4 SK 1
- 5-6 SK 2

Throw (D6)

For each Division if **4 or 6** add **Elite** status to one base

Artillery For Each Cavalry Division (D6)

- 3-6 1 Field Artillery Base

