Army Generators

To use these army generators, you must first decide upon a **minimum** number of bases in your army. You will keep generating formations until this minimum is reached or exceeded.

Roll for the Grading of the CinC and any attached Corps 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, 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 divisional artillery units.

Once the first line infantry division is complete, dice at random for what the next formation will be. This may be a cavalry brigade or division, or another infantry division. Continue to dice again for the composition, type and class until this formation is also complete.

Once any other type of formation has been generated, the formation which follows will always be an infantry division. Therefore infantry formations will always equal or outnumber all other type of formations within your Army.

When the minimum number of bases you decided to start with is reached, continue to dice for the formation you are currently generating until it is complete. Do not stop generating part of the way through a formation, only when it is complete. You may therefore exceed your minimum by some margin.

Army Generators

Union Western Theatre - 1863

Grade of CinC (D6)
1-2   Exceptional
3-5   Skilled
6   Inept

Generals - Choose - 4 to 8

Grades of General   (D6)
1-2   Commanding
3-4   Capable
5-6   Cautious

1	2	3	4	5
Cavalry Corps	Cavalry Division	Infantry Division Det	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

Infantry Corps (Inf Res Corps -2 to roll)
Divisions in Corps (D6)
1   2 Divisions
2-5   3 Divisions
6   4 Divisions

For each infantry division in Corps or detached infantry divisions
For each Division (D6)
1   2 Brigades
2-6 3 Brigades

For each Brigade (D6)
1-4 1 Base
5-6 2 Bases

For each Infantry Brigade Base (D6)
1-2   SK 0
3-5   SK 1
6   SK 2

For each Infantry Brigade (D6)
1-2   Smoothbore Weapons
3-5   Rifled Weapons
6   BL or Repeating Rifled Weapons

For Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

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

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

For Each Artillery Base (D6)
1-3   Reserve Artillery
4-6   Field Artillery

Cavalry Corps
Divisions in Corps (D6)
1-3   1 Division
4-6   2 Divisions

Cavalry Corps Divisions and Cavalry Divisions
For each Division (D6)
1-2   2 Brigades
3-6   3 Brigades

For each Brigade (D6)
1-5   1 Base
6   2 Bases

For Class (D6)
1-2   Raw
3-5   Trained
6   Veteran

For each Cavalry Base (D6)
1-2   Smoothbore Weapons
3-4   Rifled Weapons
5-6   BL or Repeating Rifled Weapons

For each Cavalry Brigade Base (D6)
1   SK 0
3-4   SK 1
5-6   SK 2

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

Artillery For each Cavalry Division (D6)
2-6   1 Field Artillery Base
one brigade

Army Generators

Union Western Theatre - 1863

Grade of CinC (D6)
1-3   Exceptional
4-5   Skilled
6   Inept

Generals - Choose - 2 to 3

Grades of General (D6)
1-2   Commanding
3-5   Capable
6   Cautious

Their Commands   (D10)

1	2	3	4	5
Cavalry Corps	Cavalry Division	Infantry Div Det	Infantry Corps	Infantry Corps
6	**7**	**8**	**9**	**0**
Infantry Corps	Infantry Corps	Infantry Corps	Infantry Corps	Infantry Res Corps

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

Infantry Corps (Inf Res Corps -2 to roll)
Divisions in Corps (D6)
1-2   2 Divisions
3-5   3 Divisions
6   4 Divisions

For each infantry division in Corps or detached infantry divisions
For each Division (D6)
1-3   3 Brigades
4-5   4 Brigades
6   5 Brigades

For each Brigade (D6)
1-3   1 Base
4-6   2 Bases

For each Infantry Brigade (D6)
1   SK 0
2-3   SK 1
4-6   SK 2

For each Infantry Brigade (D6)
1-2   Smoothbore Weapons
3-6   Rifled Weapons

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 (D6)
    1 Artillery Base
6   2 Artillery Bases

For each Artillery Base (D6) (Cavalry Div's -1)
1-2   Reserve Artillery
3-6   Field Artillery

Throw (D6) for each **Infantry Corps** if **5 or 6** roll for a corps reserve artillery detachment.

Corps Reserve Artillery
Bases in Detachment (D6)
1-5   2 Bases
6   3 Bases

For Each Artillery Base (D6)
1-4   Reserve Artillery
5-6   Field Artillery

Cavalry Corps
Divisions in Corps (D6)
1-2   1 Division
3-6   2 Divisions

Cavalry Corps Divisions and Cavalry Divisions
For each Division (D6)
1-4   2 Brigades
5-6   3 Brigades

For each Brigade (D6)
1-5   1 Base
6   2 Bases

For Class (D6)
1-2   Raw
3-4   Trained
5-6   Veteran

For each Cavalry Brigade Base (D6)
1   Smoothbore Weapons
2-6   Rifled Weapons

For each Cavalry Brigade Base (D6)
1   SK 0
2-4   SK 1
5-6   SK 2

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

Artillery For Cavalry Divisions (D6)