

Polemos Commandant de Bataille Army Pack Generators

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

Firstly the number of bases for each army pack is as follows:

French Imperial and Republican

13 Bases of Infantry
4 Bases of Cavalry
6 Bases of Artillery
3 Bases of Mitrailleuses
4 Command Bases

Prussian and Allies

13 Bases of Infantry
5 Bases of Cavalry
8 Bases of Artillery
4 Command Bases

Bavarian & Allies

13 Bases of Infantry
4 Bases of Cavalry
8 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 line **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 a line **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.



French Imperial Army

CinC

Grade of **CinC** (D6)

- 1-3 Listless
- 4-5 Experienced
- 6 Energetic

CinC rolls for Attached Artillery (D6)

- 1-4 1 x 12pdr Base & 1 x 4pdr
- 5-6 1 x 12pdr Base & 2 x 4pdr

CinC rolls for Attached Light Cavalry Regiment (D6)

- 4-6 1 Trained Light Cavalry Base

Infantry Division (D6) for Brigades

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

Battalions (units) per Brigade (D6)

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

Base Experience (D10)

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

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

Artillery for each Infantry and Cavalry Division throw (D6) (-2 for Cavalry divisions)

- 1-2 1 x 4pdr Base
- 3-6 1 x 4pdr & 1 x Mitrailleuse Base

Class of Artillery Base (D6)

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

After an Infantry Division (D6)

- 1-3 Another Infantry Division
- 4-5 Light Cavalry Brigade Attached to the Last Infantry Division
- 6 Cavalry Division

Attached Light Cavalry Brigade (D6)

- 1-3 1 Trained Light Cavalry Base
- 4-6 2 Trained Light Cavalry Bases

Cavalry Division (D6) for Brigades

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

Cavalry Brigade Type (D6)

- 1-4 Light cavalry
- 5-6 Heavy cavalry

Cavalry Regiments (units) per Brigade (D6)

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

Class of Cavalry Regiment (D6)

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

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

For each Division or Cavalry Division roll for grade of **General** (D6)

- 1-3 Confused
- 4-5 Confident
- 6 Imposing



Prussian Army

CinC

Grade of **CinC** (D6)

- 1 Listless
- 2-4 Experienced
- 5-6 Energetic

CinC rolls for Attached Artillery (D6)

- 1-2 1 x 6pdr Base & 2 x 4pdr
- 3-6 1 x 6pdr Base & 2 x 4pdr

Roll For Division Type

- 1-4 Prussian Division
 - 5-6 Prussian Allied Division
- Prussian Allied Division use the Prussian Allies List

Infantry Division (D6) for Brigades

- 1 1 Brigade
- 2-5 2 Brigades

Battalions (units) per Brigade (D6)

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

Base Experience (D10)

1	2	3	4	5
Raw SK1	Raw SK2	Raw Jager SK2	Trained SK1	Trained SK2
6	7	8	9	0
Trained Jager SK2	Veteran SK1	Veteran SK2	Veteran SK2	Veteran Jager SK2

Throw (D6) for each **Brigade** if **4 to 6** add one Trained Cavalry Base.

- 1-5 Light Cavalry Base
- 6 Heavy Cavalry Base

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

After an Infantry Division Roll for Division (D6)

- 1-4 Prussian Division
 - 5-6 Prussian Allied Division
- Prussian Allied Division use the Prussian Allies List

Then roll for troop type of Division (D6)

- 1-4 Another Infantry Division
- 5-6 Prussian Cavalry Division
(If Allies roll on Allied Cavalry Brigade)

Cavalry Division (D6) for Brigades

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

Cavalry Brigade Type (D6)

- 1 1 Light Cavalry Bases
- 2-3 2 Light Cavalry Bases
- 4-5 1 Light & 1 Heavy Cavalry Bases
- 6 1 Heavy Cavalry Base

Throw D6 for class of Bases

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

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

Grades of General (D6)

- 1 Confused
- 2-4 Confident
- 5-6 Imposing

Divisional Artillery (D6) for each Infantry Division

- 1-2 1 x 4pdr Base
- 3-6 1 x 4pdr & 1x 6pdr Bases

Divisional Artillery (D6) for each Cavalry Division

- 1-4 1 x 4pdr Base
- 5-6 1 x 6pdr Bases

Class of Artillery (D6)

- 1 Raw
- 2-5 Trained
- 6 Veteran



Prussian Allies

Allied Infantry Division

All Divisions - 2 Brigades

Battalions (units) per Brigade (D6)

1-3 2 Bases

3-6 3 Bases

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

Battalion Experience (D10)

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

Allied Cavalry Brigade Type (D6)

1-2 2 Light Cavalry Bases

3-4 1 Light & 1 Heavy Cavalry Bases

5-6 1 Heavy Cavalry Base

Throw D6 for class of Bases

1-2 Raw

3-5 Trained

6 Veteran

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

Grades of General (D6)

1-2 Confused

3-5 Confident

6 Imposing

Allied Divisional Artillery (D6) for each Infantry Division

1 1 x 12pdr Smoothbore Base

2-3 1 x 4pdr Base

4-6 1 x 4pdr & 1x 6pdr Bases

Allied Brigade Artillery (D6) for each Cavalry Brigade

3-6 1 x 4pdr Base

Class of Artillery (D6)

1 Raw

2-5 Trained

6 Veteran

