

Army Generators

To use these army generators you must first decide on 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**, **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 **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**, for instance 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.

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

Prussian Army - August 1870

Roll For Corps

- 1-4 Prussian Corps
- 5-6 Prussian Allied Corps

For Prussian Allied Corps use the Prussian Allies Lists

CinC

Grade of **CinC** (D6)

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

Corps Artillery (D6) for each Corps

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

Corps (D6) for Engineers/Sappers

- 5 or 6 1 Base

Infantry Division (D6) for Brigades

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

Battalions (units) per Brigade (D6)

- 1 4 Battalions
- 2-4 5 Battalions
- 5-6 6 Battalions

Battalion 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

- 1-4 Light Cavalry Base
- 5-6 Heavy Cavalry Base

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

After an Infantry Division (D6)

Divisions in Corps (D6)

- 1-4 Another Prussian Infantry Division
- 5-6 Prussian Cavalry Division

Cavalry Division (D6) for Brigades

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

Cavalry Brigade Type (D6)

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

Throw D6 for class of **Regiment** (Base)

- 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 2 x 4pdr Bases

Class of Artillery (D6)

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

