

# Polemos Kommandant der Armee Army Pack Generators

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

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 (Use as Artillery bases)  
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.

Roll for the Grading of the **Generals** as detailed in the army lists. Once you have rolled for your **Generals**, roll again on the tables below, following the sequence outlined to determine the composition of 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. If you roll for a formation that you longer have bases for move until you do get one that has bases.

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



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# French Imperial

Grade of the **CinC** (D6)

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

Grades of the three **Generals** (D6)

- 1-2 Confused
- 3-5 Confident
- 6 Imposing

Their Commands (D10)

1	2	3	4	5
Cavalry Div Detached	Cavalry Reserve	Line Infantry Corp	Line Infantry Corp	Line Infantry Corps
6	7	8	9	0
Line Infantry Corps	Line Infantry Corps	Line Infantry Corps	Artillery Reserve	Imperial Guard Corps

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

**Line Infantry and Imperial Guard Corps (D6) for Divisions in Corps**

- 1-2 1 Division
- 3-6 2 Divisions

For each Division in the Corps

For each Division roll (D6)

- 1-5 2 Brigades
- 6 3 Brigades

For each Brigade roll (D6)

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

For Each Division roll (D6) Imperial Guard +3

- 1-2 SK0
- 3-5 SK1
- 6 SK2

For Base Class roll (D6) Imperial Guard +3

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

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

Throw (D6) for each **Imperial Guard Corps** if **5 or 6** add 1 Cavalry Base. Use Cavalry table to decide Type and Experience.

**Artillery for all Divisions**

All Divisions 1 x Field Artillery Base

**Corps & Reserve Artillery**

For Each Infantry Corps or Reserve Artillery Formation roll (D6)

- 1-5 1 Reserve Artillery Base
- 6 1 Reserve & 1 Field Artillery Base

For each Artillery Base roll (D6) - Corps Bases +2

- 1-4 Add MG Capability

**Cavalry Reserve**

Divisions in Corps roll (D6)

- 1-3 1 Division
- 4-6 2 Divisions

**Detached or Reserve Cavalry Divisions**

For Each Division roll (D6)

- 1-5 1 Brigade
- 6 2 Brigades

For Each Brigade roll (D6)

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

For Each Brigade roll (D6) Imperial Guard +2

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

Class of Cavalry Brigades roll (D6) Imperial Guard +2

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

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



# Prussian Army

Grade of the **CinC** (D6)

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

Grades of the three **Generals** (D6)

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

Their Commands (D10)

1	2	3	4	5
Cavalry Division	Allied Cavalry Division	Allied Line Infantry Corp	Allied Line Infantry Corp	Line Infantry Corp
6	7	8	9	0
Line Infantry Corp	Line Infantry Corp	Line Infantry Corp	Allied Guard Corp	Guard Corp

Note: each option may only be assigned once. If the same number is rolled more than once roll again. If allies are rolled use the Prussian Allies Army lists.

## Line Infantry and Guard Corps

Each Corps has 2 Divisions

Roll For Division Type roll (D6)

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

Each Division in Corps

2 Brigades

For each Brigade roll (D6)

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

For Each Division roll (D6) Guard +2

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

For Base Class roll (D6) Guard +3

- 1 Raw
- 2-5 Trained
- 6 Veteran

Throw (D6) for each Division if **5 or 6** add 1 base of Trained Light Cavalry.

Throw (D6) for each **Brigade** if **5 or 6** add **Elite** status to one base. Guard +2 to roll

Artillery for all Divisions roll (D6) Cav Divs' -1

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

For each Infantry Corps

1 x Reserve Artillery Base

**Cavalry Division** (D6) for Brigades

- 1-4 1 Brigade
- 5-6 2 Brigades

**Cavalry Brigade** Type (D6)

- 1-4 1 Light Cavalry Bases
- 5-6 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



# Prussian Allies

## Allied Line & Guard Infantry Corps

All Corps are - 2 Division

Add for each Allied Line Infantry Corps (D6)

1-3 1 Cavalry Brigade Base

## For Each Allied Line and Guard Division

Each Division has 2 Brigades

For each Brigade roll (D6)

1-4 1 Base

5-6 2 Bases

For Each Division roll (D6) Guard +2

1 SK0

2-4 SK1

5-6 SK2

For Base Class roll (D6) Guard +3

1-2 Raw

3-5 Trained

6 Veteran

Throw (D6) for each **Brigade** if 5 or 6 add **Elite** status to one base. Guard +2 to roll

Throw a further (D6) per base if there are no Veteran Bases in the Brigade, if 4 to 6 make the base a Veteran Class and move to the next Brigade.

Artillery for all Divisions roll (D6) Cav Divs' -1

1-5 1 x Field Artillery Base

6 2 x Field Artillery Bases

For each Infantry Corps

1 x Reserve Artillery Base

## Allied Cavalry Divisions

For each Division (D6)

1-4 1 Brigade

5-6 2 Brigades

For Each Brigade (D6)

1-4 1 Light 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 5 or 6 add **Elite** status to one base

