

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

Prussian Forces up to and including August 1870

(Prussian Forces from September 1870 to the end of the war +1 to all die rolls.)

Die Score:	Results	
1 or 2	One of your officers has decided to take a short cut using a French map. Getting hopelessly lost, his command will not reach the battlefield.	Deduct One Subordinate officer
2 or 3	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
5	One of your Generals gets a report of an intact wine cellar and diverts his force to investigate.	He will arrive at the battle when a 3, 4, 5 or 6 is rolled
6	Your army arrives intact.	No effect

French Imperial Forces up to and including August 1870

(French Republican Forces from September 1870 to the end of the war add +1 to all die rolls)

Die Score:	Results	
1 or 2	One of your officers has decided to halt, rest his troops and eat in the local Brasserie. His officers refuse to wake him after a sumptuous lunch and 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 5 or 6
5	One of your Generals gets a fright when he mistakes a foraging French cavalry regiment for the Prussians. He diverts his march columns to avoid them.	He will arrive at the battle when a 4, 5 or 6 is rolled
6	Your army arrives intact.	No effect



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French Imperial - August 1870

Grade of CinC (D6)

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

Generals - Choose - 3 to 6

Grades of General (D6)

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

Their Commands (D10)

1	2	3	4	5
Cavalry Div Det	Cavalry Reserve	Inf Div Det	Line Inf Corps	Line Inf Corps
6	7	8	9	0
Line Inf Corps	Line Inf Corps	Line Inf Corps	Line Inf Corps	Imperial Guard

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

Line Corps - Divisions in Corps (D6)

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

For each Line Infantry Corps roll (D6) if 1 Division is a Cavalry Division

For each infantry division in Corps or detached infantry divisions

For each Division (D6)

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

For each Brigade (D6)

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

For each Infantry Division (D6)

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

For Class (D6)

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

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

Artillery For All Divisions

All Divisions 1 Field Artillery Base

For each Infantry Corps (D6)

- 1-5 1 Reserve Artillery Base
- 6 1 Reserve and one Field Artillery Base

For Each Artillery Base (D6) - Corps Bases +2

- 1-4 Add MG capability

Cavalry Reserve

Divisions in Corps (D6)

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

Detached or Reserve Cavalry Divisions

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 each Brigade (D6)

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

For Class (D6)

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

Throw (D6)

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

Imperial Guard Corps

Divisions in Corps (D6)

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

Guard Cavalry (D6)

- 4-6 1 Division is the Guard Cavalry Division

Guard Divisions

(All Brigades are 2 Bases, Veteran, SK 2 for infantry)

For each Division (D6)

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

If both Cavalry brigades present 1 is heavy 1 is Light otherwise (D6) 1-3 the brigade is Light Cavalry

Throw (D6)

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