

The Battle of Port Republic played with Regimental Fire & Fury.



Converting Johnny Reb I, II & III Scenarios to Regimental Fire & Fury

by Lowell D. Hamilton

Introduction

Knowing of my enthusiasm for the new *Regimental Fire & Fury* (RF&F) rules set, Scott Mingus asked me to write an article for converting *Johnny Reb* (JR) I, II or III scenarios to RF&F format. In *Charge!* Issue #28, Tom Ballou presented an excellent JR III scenario (*The Battle of Mill Springs, KY*), that I wanted to convert to RF&F. Part one of this article appeared in *Charge!* # 31 when I converted Tom's JR III scenario to RF&F. This article is part two and describes the process and considerations to make JR I, II, or III compatible with RF&F.

JR I was published by *Adventure Games*, and released in 1983 by designer John Hill. JR II was published by *Game Designers Workshop* and released in 1988, and JR III was published by John Hill's *Johnny Reb Game Company* and released in 1996. I purchased JR I when it first appeared in 1983, and purchased a personalized and autographed copy of JR III from John while attending a wargame convention in 1996. To complete my collection of JR rules for this article, I won an e-Bay auction for JR II in 2011.

The RF&F rules are based on the foundation established in the 1990 publication of the original brigade level *Fire & Fury* rules by Dave Waxtel and *Quantum Printing* and authored by Richard Hasenauer (Rich). Originally, the RF&F rules existed solely as an internet draft edition from 2002-2010. During those eight years, the rules were extensively played-tested, generating no fewer than 78 versions of the quick reference sheet. In July 2010, Rich released the final, full-color, hardcover edition of RF&F at *Historicon* (cue the fireworks and fanfare!).

Not surprisingly, there are hundreds of regimental level JR scenarios available for the American Civil War (ACW) enthusiast. For example, I have a collection of magazines, booklets, CDs and rule sets containing regimental scenarios that are indexed on an Excel spreadsheet. Currently, there are a total of 707 battle scenarios, of which 562 are regimental level, and of these the vast majority of the scenarios were created for one of the three JR editions. This article is an attempt to assist the RF&F gamer in converting any JR scenario to the RF&F format.

Methodology

I chose to convert Tom Ballou's Mill Springs scenario from *Charge!* issue #28 for several reasons. First, it was a battle I was interested in gaming and game mastering at conventions. Second, Tom wrote an excellent historical commentary for the Mill Springs scenario, relieving me of that task, and lastly, Rich Hasenauer had already researched the map for a Mill Springs scenario he was working on. Rich was gracious enough to modify his map extensively to fit the scale and scope of my scenario. The reader might want to have both issues at hand while reading this article. My intent is to address each element of the scenario from the view point of JR and to illustrate the methodology used to convert it to RF&F.

Move Sequence

All editions of JR feature simultaneous movement, so it was necessary to designate which side would move first because movement in RF&F is sequential. At Mill Springs, the Confederates (mildly) surprised the Union forces so the Confederates have the initiative and move first each turn.

JR I, II, III	Simultaneous Movement
RF&F	Sequential Movement, the side moving first must be designated in the scenario.

Regimental Unit Sizes

Tom states he is using JR III in his scenario but if he didn't tell you, you would know by the figure to men ratio (1:30) that he used. To convert to the RF&F troop ratio of 1:40, multiply the number of miniatures in a JR I or II regiment by 20, or by 30 in a JR III regiment, then divide by 40. That result is the number of stands needed for the RF&F regiment.

Artillery is measured by two-gun sections in all the rule sets so it is a straight conversion from JR I and II to RF&F. For JR III, the number of artillery crewmen figures in a battery tells you how many two-gun sections there are in the battery. The only further concern is the exact gun types. RF&F allows for a battery of mixed weapon types by specifying the weapon type for each section while JR III has a battery type titled Mixed Guns. Fortunately, Tom listed all the specific gun types and their numbers in each battery so the conversion did not require further research.

JR I	Increments of 100 men, each figure = 20 men or each gun stand = a 2 gun section
JR II	Increments of 20 men, each figure = 20 men or each gun stand = a 2 gun section
JR III	Increments of 30 men, each figure = 30 men or each gun stand = a battery of 2 or 3 sections where each crewman figure represents a 2 gun section
RF&F	Increments of 40 men per stand or each gun stand = a 2 gun section with 40 crewmen

Time Scale

Another method to identify the *JR* edition used for the scenario is the time scale. *JR III* has the only 20 minute per turn time scale, while *JR I* and *II* are a straight conversion to *RF&F*. For *JR III*, multiply the number of turns in the scenario by 20, and then divide by 15. The result is the number of game turns in the *RF&F* scenario.

JR I, II	15 minutes per turn
JR III	20 minutes per turn
RF&F	15 minutes per turn

Ground Scale

To convert the Ground Scale from *JR I* or *II* to *RF&F*, establish the total number of yards for each dimension on the *JR* terrain board map then divide by 25. Divide the result by 12 to convert to feet on the *RF&F* terrain board. For *JR III*, double the number of inches in each dimension and divide by 12 to convert to feet on the *RF&F* terrain board.

This is another indicator of the *JR* edition used in the scenario, a foot in *JR I* and *II* = 480 yards while a foot in *JR III* = 600 yards. A foot in *RF&F* = 300 yards.

JR I, II	1 inch = 40 yards (15mm) 1 foot = 480 yards
JR III	1 inch = 50 yards (15mm) 1 foot = 600 yards
RF&F	1 inch = 25 yards (15mm) 1 foot = 300 yards

Terrain Types

Terrain types for *JR I* and *II* are nearly direct conversions to *RF&F*. The *JR* Trail converts to a *RF&F* Poor Road. *JR III* has a Woods terrain type but will easily convert to *RF&F* with Broken Ground (Open Woods) or Rough Ground (Dense Woods).

JR I, II	Road, Trail, Open, Broken, Rough
JR III	Road, Open, Broken, Woods, Rough
RF&F	Good Road, Open (Poor Road), Broken (Open Woods), Rough (Dense Woods)

Unit Morale Levels

Converting Morale Levels is a straightforward process from *JR* to *RF&F*; Shaken = Disordered and Routed = Broken.

JR I, II, III	Good, Shaken, Routed
RF&F	Good Order, Disordered, Broken

Unit Experience Levels

Experience levels are broken down into 4 levels for troops or 3 levels for artillery in the *JR* rule sets. *RF&F* has 4 levels that are the same for troops and artillery. Conversion is a simple matter of choosing the corresponding letter in parentheses of the Experience Level from the *JR* edition and then choosing the corresponding letter in parentheses of the *RF&F* level.

Note: *RF&F* has a category for Green Artillery or level (A). Some research or play testing might be required to correctly classify a battery as Green or Trained when converting Green *JR* artillery to *RF&F* artillery. I chose Green, level (A), for all artillery in both armies based on Kenneth A. Hafendorfer's excellent book, *Mill Springs: Campaign and Battle of Mill Springs, Kentucky, 2001*.

JR I	Troops: (A) Militia, (B) Green, (C) Average, (D) Elite Artillery: (A or B) Green, (C) Average, (D) Elite
JR II	Troops: (A) Militia/Poor, (B) Green/Tried, (C) Average, (D) Elite Artillery: (A or B) Green/Tried, (C) Average, (D) Elite
JR III	(A) Militia, (B) Green, (C) Veteran, (D) Elite
RF&F	(A) Green, (B) Trained, (C) Veteran, (D) Crack

Unit Effectiveness Levels

There is no Unit Effectiveness Level in any edition of *JR*. In *RF&F*, as an infantry or cavalry regiment loses stands from the effects on the Maneuver, Musketry & Cannonade or Charge Tables, it is reduced from Fresh to Worn to Spent. The Fresh, Worn and Spent levels are die roll modifiers for unit effectiveness on the Maneuver and the Charge Tables. The Unit Effectiveness Level of a unit determines how quickly a unit's losses will reduce the effectiveness to the next lower level.

Spirited	Reliable	Unreliable
2/-1	2/-1	2/-1
3/-1	3/2/1	3/-2
4/2/1	4/3/2	4/-3
5/3/2	5/4/3	5/-4
6/4/2	6/5/3	6/5/4
7/5/3	7/6/4	7/6/5
8/5/3	8/6/4	8/7/6
9/6/4	9/7/5	9/8/7
10/7/4	10/8/5	10/9/7
11/8/5	11/9/6	11/10/8
12/8/5	12/9/6	12/10/8
13/9/6	13/10/7	13/11/9
14/10/6	14/11/7	14/12/9
15/11/7	15/12/8	15/13/10
16/11/7	16/12/8	16/13/10
17/12/8	17/13/9	17/14/11
18/13/8	18/14/9	18/15/11
19/14/9	19/15/10	19/16/12
20/14/9	20/15/10	20/16/12
21/15/10	21/16/11	21/17/13
22/16/10	22/17/11	22/18/13
23/17/11	23/18/12	23/19/14
24/17/11	24/18/12	24/19/14
25/18/12	25/19/13	25/20/15

A Fresh 10-stand unit rated as Spirited is labeled with the values **10-7-4**. The 10 indicates the unit starts the game Fresh with 10 stands (10 stands x 40 = 400 men). When losses reduce the unit to 7 stands, it becomes Worn until it is reduced to 4 stands when it becomes Spent. Comparatively, a Reliable unit would be labeled as a **10-8-5** and an Unreliable unit as a **10-9-7**. Artillery units are not rated for Unit Effectiveness Levels.

When rating the units in the Mill Springs scenario, I made them all Reliable. Historically, they should probably be rated mostly as Unreliable, but both sides fought rather well considering the miserable weather, difficult terrain, novice experience level of the troops, unreliable weaponry and inexperienced leadership. The Reliable level gives each regiment a little more staying power at the Fresh

and Worn levels before they drop down to Spent, keeping the regiments in the game longer.

This is an area of scenario design where the designer can tailor the Order of Battle to his vision of events and/or for play balance. For example, a designer rates a 9-stand unit as an **X-9-7** that just reached the battlefield after a grueling forced march. This translates as a 9-stand Worn unit that becomes Spent at 7 stands after suffering just 2 stand losses.

JR I, II, III	None
RF&F	Spirited, Reliable, Unreliable Specifies when a Fresh unit is degraded to Worn or Spent.

Unit Battle Fatigue Levels

Unit Battle Fatigue Levels (casualty morale modifiers) are written into *JR* and *RF&F* rules so no conversion is needed.

JR I, II, III	Die roll modifier for each stand lost +2
RF&F	Fresh +2, Worn +0, Spent -2 Die roll modifier for a specific number of troop stands lost. Artillery is unaffected.



Leader Rating

Each *JR* edition has a different leader rating system. Match up the *JR I, II* or *III* letter in parentheses with the *RF&F* letter in parentheses to convert *JR* to *RF&F*. In *JR I*, some research may be required since the leader ratings appear to be based on the position held and not the skill of the officer holding the position. The Leader Command Position in *JR III* has no equivalent in *RF&F* so ignore it.

JR I	(A or B or C) Brigade +/-1, (A or B or C) Division Leader +/- 2 or +3
JR II	(A) Poor +/- 1, (B) Average +/- 2 or (C) Superior +3
JR III	Leader Effectiveness: (A) Level 0 (worst) -0, (A) Level 1 -1, (B) Level 2 -2, (C) Level 3 (best) -3 Leader Command Position: Brigade -1 / +1, Division -2 / +1, Corps level -3 / +1
RF&F	(A) Poor -1, (B) Able +0, (C) Gallant +1 on Maneuver die roll

Game Turn Phases

Shown are the Game Turn Phases. *RF&F* combines the 8 or 9 *JR* phases into 3 phases and reduces the amount of die rolling and rule referencing. No conversion is necessary.

JR I, II	8 Phases: 1. Mark Orders, 2. Routs & Rallies 3. Reveal Orders 4. First Fires 5. Charges 6. Simultaneous Movement 7. Moving Fires, 8. Officer Casualties
JR III	9 Phases: 1. Mark Orders 2. Routs, Rallies & Replacements, 3. Reveal Orders 4. First Fires, 5. Move Disengaging Unit 6. Charges 7. Simultaneous Movement 8. Moving Fires 9. Officer Casualties
RF&F	3 Phases: 1. Maneuver (Leader Replacement, Command & Control, Morale Check, Rally-Rout, Change Formation, Movement and Charge Movement) 2. Musketry & Cannonade (Defensive Pass-Through /Opportunity Fire followed by Offensive Fire) 3. Charge Combat

Fire Combat

In *RF&F*, musketry and cannonade fire is combined into a fire point total (firepower) and resolved by a single D10 roll. No conversion is necessary.

JR I, II	Small arms fire by a weapon category (8 weapon categories) Artillery fire by a specific cannon type (22 specific weapons) Musketry and Cannonade is fired separately on a target
JR III	Small arms fire by a weapon category (4 weapon categories) Artillery fire by a cannon category (5 weapon categories) Musketry and Cannonade is fired separately on a target
RF&F	Small arms fire by a weapon category (7 weapon categories) Artillery fire by a cannon category (5 weapon categories) All Musketry and Cannonade fire is combined and rolled at the target with a single D10 roll A target only can be fired on once per Defensive or per Offensive Fire Phase

To convert weapon categories or specific weapons for small arms or artillery from any edition of *JR* to *RF&F*, refer to the Weapons section of *RF&F* (pp. 9-12) for an explanation of what weapons are modeled in the each of the 7 small arms weapon categories or the 5 artillery weapon categories.

Obstacles

The *RF&F* section on Rating Terrain Features (pp.15-16) covers all of the obstacles, terrain features, buildings and defensive works that might appear in any scenario and for any rule set. Any *JR* terrain feature can be translated into *RF&F* by using the Rating Terrain Features and the rating category 1- 5 check list listed below:

- 1) Area or Linear for shape or size
- 2) Open Ground, Broken Ground, Rough Ground, Major Obstacle or Impassable for movement
- 3) Line of Sight for visibility distance in inches through the feature
- 4) Partial Cover (-1), Full Cover (-2) or Fortified (-3) for fire combat
- 5) Favorable Ground (+1), Strong Position (+2) or Strong Position-Fortified (+2 and holds position if Hard Pressed) for charge combat

The Mill Springs scenario presented a challenge to model a Gully. Fortunately, Tom gave a very detailed description of his *JR* model and it was not difficult to translate it into a *RF&F* special scenario rule.

JR I, II	<p>Abatis: Rough Ground from attacker's direction or Broken Ground from defender's direction, automatic disorder if crossed, -1 fire column regardless of direction</p> <p>Fraise: Stop when contacted, automatic disorder, next turn only cross to the other side disordered, saving rolls of 1, 2 or 1, 2, 3 for breechloaders defending behind the fraise and -1 fire column when firing from behind the Fraise, artillery shot and shell unaffected</p> <p>Chevaux-de-Frise: Stop when contacted, automatic disorder, continue next turn at Rough Ground rate and disordered, saving rolls of 1 or 1, 2 for breechloaders defending behind the Chevaux-de-Frise and -1 fire column when firing from behind the Chevaux-de-Frise, artillery shot and shell unaffected</p> <p>Buildings: Enter or exit as Broken Ground and disordered, saving rolls of 1, 2, 3 and -1 morale benefit if a wood building, saving rolls of 1, 2, 3, 4 and -2 morale benefit if stone building</p>
JR III	<p>Abatis: Rough Ground from attacker's direction, automatic disorder, 0 fire modifiers</p> <p>Fraise: Rough Ground from attacker's direction, automatic disorder and dice for further movement that turn, -1 fire for small arms and canister in either direction, solid shot artillery unaffected</p> <p>Chevaux-de-Frise: Treat as Abatis if crossing one Chevaux-de-Frise or Fraise if crossing two Chevaux-de-Frise, 0 fire modifiers</p> <p>Buildings: Enter or exit as Broken Ground and disordered, saving rolls of 1, 2, 3 and -1 morale benefit if a wood building, saving rolls of 1, 2, 3, 4 and -2 morale benefit if stone building</p>
RF&F	See the <i>RF&F</i> section on Rating Terrain Features (pp.15 -16)

Defensive Works and Cover

Convert *JR* Defensive Works by matching up the *JR I, II* or *III* letters in parentheses with the *RF&F* letters in parentheses. Cover From Fire is converted by matching the *JR* saving die roll numbers to the *RF&F* letter in parentheses as follows: 1 = (A); 1, 2 = (A); 1, 2, 3 = (B); 1, 2, 3, 4+ = (C).

JR I, II	<p>Hasty Works: (A & D) Open Ground; saving roll of 1; -0 morale benefit</p> <p>Light Works: (A & D) Broken Ground; saving roll of 1, 2, 3 for small arms & canister fire; -0 morale benefit</p> <p>Medium Works: (B & E) Broken Ground; saving roll of 1, 2, 3 for all close range fire, saving roll of 1, 2, 3, 4 for all long range fire; -2 morale benefit</p> <p>Heavy Works: (C & F) Rough or Impassable without special equipment; saving roll of 1, 2, 3, 4 for all close range fire, saving roll of 1, 2, 3, 4, 5 for all long range fire; -3 morale benefit</p> <p>Cover From Fire: (A, B or C) saving roll of 1 to 1, 2, 3, 4 for various terrain features</p>
JR III	<p>Hasty Works: (A & D) Broken Ground; -3 small arms or -2 from artillery fire; -2 morale benefit</p> <p>Medium Works: (B & E) Rough Ground; -6 small arms or -5 from artillery fire; -3 morale benefit</p> <p>Heavy Works: (C & F) Rough Ground or Impassable without special equipment; -8 small arms or -7 from artillery fire; -3 morale benefit</p> <p>Cover From Fire: (A, B or C) -1 to -8 (artillery another -1) for various terrain features</p>
RF&F	<p>Partial Cover: (A) -1 all fire combat</p> <p>Full Cover: (B) -2 all fire combat</p> <p>Fortified: (C) -3 all fire combat</p> <p>Favorable Ground: (D) +1 charge combat</p> <p>Strong Position: (E) +2 charge combat</p> <p>Fortified Position: (F) +2 charge combat & no retreat if Hard Pressed</p>

Concealment & Surprise

There are no concealment (hidden movement) rules or tactical or strategic surprise rules in *RF&F*. Generally, surprise is handled in *RF&F* as a special scenario rule with restrictions on movement and combat for the surprised side. The broken Union troops and double silenced Union artillery special rules in the Mill Springs scenario attempts to model the Union's slow (surprised?) response to the Confederate attack.

The Concealment rules in *JR I* and *II* are excellent. I encourage you to adopt them when a *RF&F* scenario requires hidden movement to model a specific battle.

JR I, II	Rules for Hidden Movement and Tactical and Strategic Surprise
JR III	Rules for Hidden Movement only
RF&F	No rules for Hidden Movement, Tactical and Strategic Surprise are special scenario rules

Victory Conditions

Translating Victory Conditions from *JR* to *RF&F* requires play testing to achieve a balanced scenario that allows both sides a reasonable possibility to win or at least achieve a draw. It is THE most critical scenario conversion.

JR has a Point Value System that assigns points to the type of losses. When the sum of these points reaches a certain percentage level, the Command Value restrictions will begin to affect the entire force with negative consequences. *JR I* and *II* have Command Objectives that are the objective(s) or victory condition(s) that must be achieved in order to win the scenario. There is no mention of Command Objectives in *JR III*.

RF&F awards a victory point for inflicting Heavy Losses (a scenario defined percentage of the total force), inflicting Greater Losses (the side that has Heavy Losses & Greater Losses than the enemy) and controlling a Key Position(s) at the conclusion of the game.

The victory conditions for Mill Springs were play tested several times. The final version established Heavy Losses for both sides at 25% and identified two Key Positions: Burton's Hill and the northern edge of the Cornfield. Burton Hill is a play balance "gift" to the Confederates who quickly will capture the hill and immediately inflict a -1 on the Union Maneuver roll for the rest of the scenario. The Cornfield is a much more difficult objective and its control at the end of the scenario will probably determine the victor.

JR I	<p>Point Value System:</p> <p>Infantry Regiment/Battalion = 2 Points</p> <p>Gun Section = 1 Point</p> <p>Brigade Officer = 3 Points</p> <p>Division Officer = 5 Points</p> <p>Command Value: Equal to the total Points of all Infantry Regiments, Gun Sections and Leaders.</p> <p>When the sum of losses = 30% (Apathetic), 40% (Normal) or 50% (Determined) of the Command Value for the whole force, no units may advance or charge a position not already occupied by friendly infantry or artillery units.</p> <p>When the sum of losses = 50% (Apathetic), 60% (Normal) or 70% (Determined) of the Command Value for the whole force, the entire command must start to withdraw away from enemy forces and exit the terrain board.</p> <p>Command Objectives: Scenario specific objectives each side must attempt to achieve.</p>
JR II	<p>The same as JR I except that the Point Value System lists Regiment/Battalion = 2 Points, (not Infantry Regiment/Battalion) so it appears Cavalry units are counted for losses too.</p>
JR III	<p>Command Levels: A Point Value system similar to JR I and JR II:</p> <p>Regiment, Battalion, Battery or Brigade Commander = 2 Points</p> <p>Divisional Commander = 4 Points</p> <p>Corps Commander = 6 Points. If a brigade, division or corps has lost 40% of its points it can no longer advance and is considered out of command and control. When losses reach 60%, the brigade, division or corps must withdraw from the field.</p> <p>Command Objectives are not mentioned but may be taken into consideration in a scenario.</p>

RF&F

Heavy Losses: A percentage of the sum of the total or a partial force in stand losses. The percentage can vary from 10% or more based on the historical performance of the command. A negative modifier (-1) is applied to the Maneuver die roll for a portion or the entire force for the remainder of the scenario and the opponent achieves a Victory Condition at games end.

Greater Losses: If the force has Heavy Losses and more stand losses than the opponent, an additional negative modifier (-1) is applied to the Maneuver die roll for entire force for as long as the Greater Losses condition is in effect. At games end, the side with Greater Losses gives their opponent a Victory Condition.

Key Position(s): When a Key Position(s) is lost, the loser suffers a -1 modifier to the Maneuver die roll for each feature lost that is applied to the entire force for as long as each position remains lost. The side holding a feature at the end of the game earns a Victory Condition for each feature held. Once lost, a Key Position(s) can be recaptured and the negative Maneuver modifier is now applied to the opponent.

Rule Sets

This is a little off topic but I want to highlight some of the features of each rule set. *JR I* and *JR II* have interesting Appendices that can help a scenario designer model rare weaponry and equipment. Only *JR I* has the Campaign Rules, which I intend to use someday when I run a campaign. In fact, I would encourage Scott Mingus to obtain John Hill's permission and re-publish them in *Charge!* so a whole new generation of ACW gamers can be exposed to them. *JR II* has 15 optional rules not included in *JR I*.

RF&F is a hardcover, full-color, graphic art masterpiece and the rules are even better. I encourage *JR* gamers to own a copy and give them a try. The section on pre-game preparation and scenario design is helpful for any rule set.

JR I	Original rule set includes a Scenario Booklet with 6 scenarios, an Index and Appendices for: (A) Civil War Shoulder Firearms (B) Seacoast Artillery (C) Mortars (D) Very Rare Weapons-Gatling Gun, etc. (E) Use of Balloons (F) Campaign Rules (G) Questions & Answers.
JR II	The Scenario Booklet with 6 scenarios, Index and Appendices are the same as JR I except (F) is Optional Rules (15 rules) and the Campaign Rules are NOT included.
JR III	Index only, no scenarios or appendices.
RF&F	The full-color, hardbound rules include a Table of Content, a Preparing for Battle Section (pre-game preparation and scenario design) and 6 scenarios.

Closing Thoughts

ACW gamers are fortunate to have miniature rules written by the talented designers John Hill and Rich Hasenauer. They have given us many hours of gaming enjoyment. We are grateful for your contributions.

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