

The JR III Muster Point System

It is very satisfying to research and recreate an exact historical scenario where each unit is modeled as it was, with the correct muster strength, weapons and morale. However, more often than not, that can result in an unbalanced scenario as in almost all historical situations the opposing commanders had no intention of making it a, "fair fight". Each general would have managed their resources and shaped the battlespace so as to leverage every possible military advantage in their favor. While it is certainly enjoyable to have taken the underdog in a scenario and win, it can become tedious if one side or the other is constantly playing against the odds. However, by using the JR III "muster point" (MPs) system a balanced battlefield environment can be quickly created where each side has a roughly equal chance of victory. In this way, gamers can use whatever forces they currently have completed and give both themselves and their freshly painted and mounted formations some battle experience...or, as was said at the time, "to see the elephant."

To use the *muster point* system with either a historical or fictional scenario, each side would build their brigades or division following the point system guidelines up to their maximum points as specified by the scenario. The point system below is structured to reflect the 1863 organization of the Army of the Potomac and the Army of Northern Virginia when both armies, while different, were still fairly equally matched. In general, the Confederates fielded larger infantry brigades and divisions then did the Federals. But, the Union compensated by having both better artillery and usually more of it. In some scenarios, both sides will have almost identical *muster point* (MPs) totals. In other ones, they will not. But, in most instances, the side with the higher point limit may have the tougher victory condition or the side with the lower point limit might have other compensating factors, such as behind already built hasty works, an initial tactical benefit, or the advantage of the defense.

INFANTRY WEAPONS POINT VALUES	JR III - INFANTRY REGIMENT POINTS					Leader Points USA & CSA
	8 figs	12 figs	16 figs	20 figs	24 figs	
Rifle-Muskets (R/M)	4, 5, 7	5, 6, 7, 9	7, 8, 9	9, 10	12	+1 Bde Leader = 6
Smoothbore Muskets (SBM)	3, 4, 6	4, 5, 6, 8	6, 7, 8	8, 9	11	+2 Bde Leader = 12
Mixed Muskets (MM)	2, 3, 5	3, 4, 5, 7	5, 6, 7	7, 8	10	Div/Corps (+1) = 8
Sharpshooters (R/M)	11	13	N/A	N/A	N/A	Div/Corps (+2) = 16

Green is for green units. Orange is for trained units. Black is for veteran units. Red is for elite units.

For JR III, a trained unit has the BMP of a *green unit* (4) but being trained, it can move and fire as a veteran.

If a morale category is missing, then that class of unit is not available. N/A is not available for that category.

CAVALRY WEAPONS POINT VALUES	CAVALRY REGIMENT POINTS		
	8 figs	12 figs	16 figs
Muzzle Loading (ML) Carbines	6, 8, 10	8, 9, 11	10, 12
Mixed Weapons	8, 9, 11	10, 11, 13	12, 14
Breechloading (BL) Carbines	10, 11, 13	11, 13, 15	13, 15
Sharps BL Carbines	11, 12, 14	12, 14, 16	14, 16
Repeating Carbines (Union Only)	15, 18	17, 20	N/A

ARTILLERY TYPE POINT VALUES	ARTILLERY BATTERY POINTS		
	1 sec batt	2 sec batt	3 sec batt
6 pounder gun, 12 pdr How	1, 2, 3, 5	2, 3, 5, 8	3, 5, 7, 10
12 pounder Napoleons	2, 3, 4, 6	4, 5, 7, 10	6, 7, 9, 12
3" or 10 pounder Prt rifles	2, 3, 4, 6	4, 5, 7, 10	6, 7, 9, 12
20 pounder Prt rifles	4, 6, 8	7, 9, 12	N/A
Mixed Sections	2, 3, 4, 6	3, 4, 6, 9	4, 6, 8, 11

Civil War Army Organization

In general, 4 to 6 regiments would be grouped into one brigade. Then 2 to 4 brigades would be grouped into a division and then 2 to 4 divisions would form a corps.

In the early years, each brigade would have one or two artillery batteries attached to it. But, by 1863 the artillery batteries were being grouped into battalions of three or more batteries that would be part of a division.

Cavalry, if present on the battlefield, would seldom be in less than brigade strength with 3 to 6 regiments. Hence, cavalry must be *purchased* as brigades, not as separate regiments.

Point System Rules -- The JR III *muster point* (MPs) system should be viewed as guidelines for most scenarios -- unless the scenario specifically states otherwise. For example, some scenarios may restrict the size of the regiments that may be used, or may allow the gamer more latitude in forming his brigades. The total points available will usually be specified by the scenario.

- **Infantry Brigades** -- Each brigade will have at least three, but no more than six regiments and will "cost" no more than 60 MPs for a Confederate brigade or 50 MPs for a Union one, including the point cost of one required brigade leader. In any one brigade, no more than 2 regiments can be *elite* or *green* and only one of those *elites* can be sharpshooters.
- **Infantry Division** -- Each division will have at least two, but no more than four brigades and will cost no more than 300 MPs for a Confederate division or more than 260 MPs for a Federal division, including the point cost of one required division leader for each division. However, each Federal division may have up to 20 additional MPs of artillery attached to it from corps or army level reserve artillery. On average, a 3 brigade division with 3 batteries would cost about 200 points.
- **Artillery Battalions** -- For each brigade that is "purchased" the gamer must acquire one or two batteries. The Confederates must purchase their artillery in two section batteries, while the Federals may purchase their guns in two or three section batteries. If the Federals have more than four batteries they may purchase a 1 LB artillery leader for 10 MPs that adds a +1 DRM to any adjacent battery or battalion artillery fire. No more than one artillery leader may be acquired.
- **Cavalry Units** -- The amount of cavalry that can be purchased will be dictated by the scenario. Usually when allowed, cavalry would have to be purchased in brigades, with at least three 8 figure regiments or battalions per brigade. Only the Union cavalry has repeating carbines, and no more than two regiments per brigade may have them.