

# The Devil to Pay

2018 Edition

## Move

Formation	Distance
Line	9"
Loose Order	12"
Attack Column	12"
March Column & Limbered Artillery	12"
March Column & Limbered Artillery on Road	18"
Fudge Move / Fall Back	3"
Prolong	3"
Charge	6"
Skedaddle	3D6"
Disordered	9"
Prone	N/A
Cavalry (not for Fudge/Charge)	+6"

Linear Terrain	Penalty
Fence / Wall / Brook / Passage of Lines*	-3"
Hasty Works / Entrenchment / Stream / Abatis* / Chevaux *	-6"
Area Terrain	
Rough Ground / Swamp / Open Woods / Farm	-3"
Thick Woods / Thicket* / Town / City*	-6"

Terrain does not affect Charge, Skedaddle or Fudge move distances.

\* Disorders charging units.

### Changing Formation – 2 Options:

- 1) A full MOVE action conducted around the colors which remain in place.
- 2) A unit may "Left/Right Face" from March Column to Line (or vice versa). Colors are then placed appropriately. This costs 3" and is conducted at the beginning or end of movement.

## Fire (4, 5, 6 = Hit) 1 Die per stand

Infantry Fire	6"	12"	24"
Rifled Musket	+1 Die	--	-2 Die
Smoothbore Musket	+2 Die	-2 Die	
Poor Rifled Musket	+1 Die	-1 Die	-3 Die
Shotgun	+1 Die		
Carbine	+1 Die	-2 Die	
Carbine (Breech Loaded)	+1 Die	-1 Die	
Carbine (Repeater)	+2 Die	--	

Formation Mod's	As Firer	As Target
Line	--	--
Loose Order	--	-1 Die
Attack Column	1 <sup>st</sup> Rank	+2 Die
March Column	No Firing	+2 Die
Disordered	-2 Die	--
Limbered Arty	No Firing	+2 Die
Unlimbered Arty	--	-1 Die

Artillery Fire *	6"	12"	24"	48"	72"	108"
12 Pound Napoleon	+2 Die	+2 Die	+1 Die	--	-2 Die	
10 Pound, 3 Inch Rifle	+2 Die	+1 Die	--	--	-1 Die	-2 Die
Mixed: Napoleon / 3 Inch R	+2 Die	+1 Die	--	--	-2 Die	-3 Die
6 Pound Gun	+1 Die	--	--	-1 Die	-3 Die	
12 Pound Howitzer	+2 Die	+1 Die	--	-1 Die		
Light Mixed: 6 Pound & Howit.	+1 Die	+1 Die	--	-1 Die	-3 Die	
20 Pound Rifle	+2 Die	+2 Die	+1 Die	+1 Die	--	-1 Die

General Mod's **	As Firer	As Target
Fence	--	-1 Die
Wall / Hasty Works	--	-2 Die
Entrenchment	--	-3 Die
Open Woods	-1 Die	-1 Die
Farm, Rough Gr.	-1 Die	-1 Die
Thick Woods	-2 Die	-2 Die
Town, City, Thick.	-2 Die	-2 Die
Prone	-2 Die	-2 Die
Flanking Fire ***	--	+2 Die
Mounted	No Firing	--

\* Regardless of modifiers, an Artillery Battery can always fire with 1 Die. Disordered Artillery cannot fire.

\*\* Specific modifiers are only counted once (for either Firer or Target, but not both).

\*\*\* Flanking Fire is not used on March Columns, Attack Columns or Limbered Artillery.

## Charge (4, 5, 6 = Hit) 1 Die per stand

Formation Modifiers	
Line	--
Loose Order	-2 Die
Attack Column	+1 Die
March Column	-3 Die
Unlimbered Artillery	--
Limbered Artillery	-3 Die
Disordered	-2 Die

General Modifiers	
Charge Order	+1 Die
Mounted	+1 Die
Enemy Flanked	+2 Die
Prone	-2 Die
Attacking Fence, Wall, Hasty Works, Entrenchments	-1 Die
Attacking Higher Ground	-1 Die

**Charge Outcome:** The side which inflicts more hits wins (defender wins ties). Loser skedaddles (see below)

Winner is disordered and if attacker may occupy the loser's position

## Rally (4, 5, 6 = Hit Removed) 2 Die per Regiment

Modifiers	
Beyond 12" of enemy	+1 Die
Beyond 24" of enemy	+2 Die
Prone	-2 Die

Notes
<ul style="list-style-type: none"> <li>Disordered units may not rally off 'hits'</li> <li>Instead, Disordered units form into Line facing nearest enemy</li> </ul>

## Universal Modifiers & Hit Effects (Fire, Charge & Rally)

Modifiers	
Brigade Commander attached	+1 Die
Crack Regiment	+1 Die
Green Regiment	-1 Die

Hit Effects
<ul style="list-style-type: none"> <li>1 Hit – Stand may not fire or participate in a Charge</li> <li>2 Hits – Stand is removed</li> <li>Infantry &amp; Cavalry regiments reduced to one stand are removed</li> <li>Owning player chooses which stands to place hits on</li> </ul>

## Skedaddle

Effect
<ul style="list-style-type: none"> <li>Retreat full 3D6" (not affected by terrain) and become Disordered facing enemy.</li> <li>Unit receives one hit (for stragglers). If a hit causes a stand to be removed, it is ignored.</li> <li>Skedaddle does not require an order</li> </ul>

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## Turn Sequence

Sequence
<b>1. Reload</b> a. Reset Orders (2 for brigade units / 3 for independent units) b. Reshuffle Order Deck / Chits
<b>2. Action Phase(s) *</b> a. Conduct Skedaddles b. Draw Action Card / Chit c. Conduct Specified Action (Move, Fire, Charge, or Rally)
* Phases continue until the second "Whiskey" card / chit is drawn.
Action Card / Chit Distribution
2 "Move" Cards / Chits (1 Union First / 1 Confederate First) 2 "Fire" Cards / Chits (1 Union First / 1 Confederate First) 2 "Charge" Cards / Chits (1 Union First / 1 Confederate First) 2 "Rally" Cards / Chits (1 Union First / 1 Confederate First) 4 "Carpe Diem" Cards / Chits 2 "Whiskey" Cards / Chits
Carpe Diem
On a "Carpe Diem" Card / Chit 1. Each player rolls 1 Die 2. Highest roll (rerolling ties) immediately chooses action type: Move, Fire, Charge, or Rally
Note: Winning side conducts action first
Unit Orders
<ul style="list-style-type: none"> <li>Regiment or Battery 2 Orders</li> <li>Independent Regiment or Battery 3 Orders</li> </ul>

## Commanders

Orders and Brigade Formation
A Commander may issue an Order to any or all units in his brigade within 1.5". <ul style="list-style-type: none"> <li>Superb Commanders have 3 Orders</li> <li>Capable Commanders have 2 Orders</li> <li>Weak Commanders have 1 Order</li> </ul> Brigade units that are within 1.5" of each other or the Commander are considered in 'Brigade Formation'. <ul style="list-style-type: none"> <li>If a Commander issues an order to a unit in Brigade Formation, all the units in that formation may follow it.</li> <li>Units on a 'Move' order must remain within 1.5" of each other.</li> </ul>
Moving & Attaching Commanders
Commanders may move 18" on any 'Move' action without expending an Order. <ul style="list-style-type: none"> <li>Commanders may issue an order before (but not after) moving.</li> <li>Commanders may attach (or detach) themselves to a Regiment on any 'Move' action.</li> </ul>
Attached Commander Benefits
Attached Commanders give a Regiment +1 Die when Firing, Rallying, or Charging. <ul style="list-style-type: none"> <li>If a Commander is attached to a Regiment, he may only give orders to that Regiment (no Brigade orders)</li> <li>The Regiment may also Charge without using an Order. This requires surviving a "Shot from the Saddle" roll (see below) before conducting the Charge.</li> </ul>
Shot from the Saddle
Attached Commanders might be "Shot from the Saddle" <ul style="list-style-type: none"> <li>Any phase that the unit takes hits, roll one die. On a roll of a '6', the Commander is 'Shot from the Saddle' and removed.</li> <li>'Superb' and 'Capable' Commanders are replaced with a new 'Weak' Commander during the next "Reload" phase. 'Weak' Commanders are not replaced.</li> </ul>

