



The Devil to Pay

Dangerously Exciting Rules
for
American Civil War Miniatures

2018 Edition

The Devil to Pay

2018 Edition

Designer

Nathaniel St. John

Design Team

Andy Alley
Edward Petrilak
Jake Strangeway
Pete Mancini
Peter Rice
Tim O'Connor
Tom Thomas

Play Testers

Andy Niven	Henry O'Connor
Andy Stinson	John Berlin
Burt Stills	Kirk Stephens
Dale Blodgett	Lewis Elsworth
David Crenshaw	Peter English
David Parker	Robert Fugate
David Woolbright	Robert Tuttle
Edmund Sztramski	Rodney Fernald
Edward O'Connor	Stephen Huckaby
Eric Fuchs	Steve Boley
Garret Strangeway	Tom Ballou
Grant Mosely	Tommy Thomas

Cover Art

Don Troiani

CONTENTS

The Battle.....	1
Introduction.....	2
Overview.....	2
Command.....	2
Rules Notes.....	2
Administrative.....	3
Scale.....	3
Actions and Orders.....	3
Actions Cards / Chits.....	4
Turn Sequence.....	5
Commanders.....	6
Troop Quality.....	7
Terrain.....	7
Armies.....	9
Basing.....	9
Infantry.....	10
Cavalry.....	12
Artillery.....	13
Brigades.....	15
Move.....	16
Overview.....	16
Process.....	16
Movement.....	16
Terrain Penalties.....	17
Formation Change.....	18
Special Movements.....	19
Fire.....	20
Overview.....	20
Process.....	20
Eligible Stands.....	20
Obstructions.....	21
Fire Modifiers.....	21
Fire.....	23
Charge.....	24
Overview.....	24
Process.....	24
Charge Move.....	24
Reinforce a Defense.....	24
Eligible Stands.....	24
Melee Modifiers.....	25
Melee.....	26
Rally.....	27
Overview.....	27
Process.....	27

Reform	27
Rally	27
Skedaddle	28
Overview	28
Process	28
Optional Rules	29
Design Notes	30

THE BATTLE

In a long line under a cover of trees I've deployed my brigade of veteran Alabama regiments; the 19th, 22nd, 25th, and 26th. Rice's brigade of Tennesseans is in attack columns behind us. Across a quarter mile of open fields and snake rail fences we face a strong Union brigade supported by a battery of 3" rifles. These are Colonel Alley's troops; they are entrenched along a fence at the base of the hill... The hill we must seize.

The plan is solid. We'll cross the field and fences then assault the Yanks who hold the snake-rail at the base of the hill. Rice's Tennessee boys will then pass through and take the heights. We'll hit hard and fast. Momentum and bayonets will be key.

As my Alabama boys step out of the woods, sunshine glitters off 1600 bayonets. In the distance the Yanks are a blue smudge along the fence. 'Forward Alabama!' Alley's 3" Rifles seek our range, and more Union troops surge out of the trees to reinforce the fence line. We've gotta move!

400 yards is a lot of ground to cover!

Alley's artillery overshoots at first. Then they switch to solid shot. I can feel the impact in my bones. Hung up crossing a fence, the 26th now catches hell from the 3" Rifles. They lag behind; the rest of us realign and keep moving.

200 yards is a lot of ground to cover!

The Yanks are clear now. Puffs of smoke rise from individual muskets - nervous shots too far away to have much effect. Better to get closer before returning fire. Closer now - the Yank line disappears in a rolling cloud of smoke dotted by tongues of flame. Our advance shudders as their volley plows into us. My boys catch their breath; 'Keep moving!'

100 yards is a lot of ground to cover!

Closer, closer... At less than 100 yards we pause to open fire! Levelling our muskets, we cut loose a blaze of death into the enemy lines. This is the killing ground. Controlled volleys quickly decay as troops fire as fast as they're able. It's a place of deafening noise, confusion, and destruction.

The 26th has been shattered by the musket and artillery fire. They skedaddle out of range. Once they catch their breath they'll rally and reform. The 25th is wavering; its brave commander struggles to keep his men in the firing line.

50 yards is a lot of ground to cover!

Gotta get the brigade moving or we'll be chopped to pieces! I wrench the flag from the color sergeant of the 19th - he knows what's next. A screech splits the air as the regiment joins the sergeant in a ferocious rebel yell. The boys from the 22nd pick up the battle cry...

'Alabama - Charge!'

Civil War battles were chaotic...

INTRODUCTION

Overview

Soldiers are not painted blocks that can be moved precisely around a map. They are real people who get surprised or delayed by unexpected events. Clausewitz summarized these events as the ‘friction’ of war. Such events create both problems and opportunities...

The friction of war is reflected in the random sequence of events generated by *The Devil to Pay's* card/chit system. The players never know what action will be next or even if the turn will end. This creates a fluidity and uncertainty in the game. It also requires that the players seize the moment when it appears...

It is Joshua Chamberlain on Little Round Top on July 2: out of ammunition, 25% of his regiment down, outnumbered, and about to receive another charge. But he knew his opponent was tired... He seized the moment and launched a bayonet charge that saved the Union left flank, probably saved the Battle of Gettysburg, and may have saved the war.

Command

The Devil to Pay is a brigade-level game. The maneuver units are regiments and batteries with the players acting as brigade commanders. Regiments may act on their own, but it is the brigade commanders who determine victory.

Division and corps commanders are shadowy figures, represented by the players getting together before the game to create a battle plan. After that, the players attempt to carry out the plan without intervention of an overbearing commander. This situation was mirrored on actual Civil War battlefields, higher command influence diminished greatly once battles commenced.

Rules Notes

Units, Regiments and Batteries

The rules use the term ‘Units’ to collectively refer to infantry regiments, cavalry regiments and artillery batteries. Units do not refer to brigades.

Rules Observation

No rules can cover every possible game situation. If a situation is not covered by the rules, players should use their sense of fair play to resolve it. If it's just too sticky; roll dice with the winner deciding the outcome.

Questions, Thoughts, and Comments

Please email questions, thoughts, and comments to: nathanielstjohn@hotmail.com

ADMINISTRATIVE

Scale

Troops: Infantry stands represent approximately 80 men, cavalry stands 80 men with horses, and artillery stands a 2 gun-section. Commanders represent themselves and their staff.

Distance: The battlefield scale is 6" = 100 yards. Pre-measuring distances is always permitted.

Time: *The Devil to Pay* is played in 'real' time (player time is equal to battlefield time).

Dice: *The Devil to Pay* uses only six-sided dice. Each unit is allocated a specific number of dice. In some situations, a unit may gain bonus dice or be penalized by the loss of dice.

Quick reference sheets and action cards/chits are provided separately.

Actions and Orders

Regiments (infantry or cavalry) and artillery batteries may conduct the following actions:

- MOVE
- FIRE
- CHARGE
- RALLY
- SKEDADDLE

To conduct an action (except Skedaddle), a regiment or battery must expend an order. Each receives a number of orders to be used in a turn. A regiment or battery may conduct one action per action card/chit (defined later). Orders are allocated in accordance with the table below.

Regiments and Batteries	Orders
Regiment or Battery	2
Independent Regiment or Battery	3

Brigade commanders (commanders) also have orders which are used by regiments or batteries assigned to their brigades. Any regiment or battery within 1½" of their brigade commander may follow the commander's order. This is explained in detail in the Brigade Formation section. However, Independent regiments and batteries cannot use brigade commander orders.

Brigade Commanders	Orders
Superb Commander	3
Capable Commander	2
Weak Commander	1

Unexpended orders are lost at the end of the turn. Orders are fully replenished at the beginning of each new turn.

Orders may be represented by plastic rings, chits, coins, or beads. We use blue colored rings that hang pleasantly on a regiment's colors to track orders.

Actions Cards / Chits

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

MOVE

There are two MOVE cards/chits. The MOVE action allows units from both sides to move. One card specifies that the Union side moves all its units first, the other specifies that the Confederate side moves all its units first. The MOVE action is detailed in the MOVE chapter.

FIRE

There are two FIRE cards/chits. The FIRE action allows units from both sides to fire. One card specifies that the Union side fires all its units first, the other specifies that the Confederate side fires all its units first. The effects of fire are simultaneous (each side firing at full strength). The FIRE action is detailed in the FIRE chapter.

CHARGE

There are two CHARGE cards/chits. The CHARGE action allows units from both sides to charge. One card specifies that the Union side charges all its units first, the other specifies that the Confederate side charges all its units first. The CHARGE action is detailed in the CHARGE chapter.

RALLY

There are two RALLY cards/chits. The RALLY action allows units from both sides to RALLY. One card specifies that the Union side RALLY all its units first, the other specifies that the Confederate side RALLY all its units first. The RALLY action is detailed in the RALLY chapter.

CARPE DIEM

There are four CARPE DIEM cards/chits. A CARPE DIEM card allows a player to choose the action (MOVE, FIRE, CHARGE, RALLY). All players who wish to choose an action roll one die (re-rolling ties). The winning player decides what action will take place and **must** expend at least one order conducting that action. All other players may also conduct the chosen action (with the entire winner's side going first). If a player has no orders remaining, the player may not participate in the die roll.

WHISKEY

There are two WHISKEY cards cards/chits; when both have been revealed the turn ends.

SKEDADDLE

Skedaddles are actions that are handled separately from the action cards/chits. The SKEDADDLE action is described in the SKEDADDLE chapter.

Turn Sequence

The turn sequence is driven by the action card/chits being drawn in random order. The action card/chits dictate which of the four actions take place (skedaddles are handled separately). Thus, players do not know what action will be next. Players may only conduct the action specified by the card/chit.

Turn Sequence Summary

Sequence
1. Reload
a. Reset Orders (2 for brigade units / 3 for independent units)
b. Reshuffle Order Deck / Chits
2. Action Phase(s) *
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.

1. RELOAD

a. Reset Orders

Orders are placed on the units as indicated:

- 2 for each brigade infantry/cavalry regiment or artillery battery
- 3 for each independent infantry/cavalry regiment or artillery battery
- 1 - 3 for each brigade commander based on his quality

b. Shuffle Action Cards/Chits

All 14 action cards/chits (see page 4) are shuffled.

2. ACTION PHASE(S)

Action Phases repeat until the second WHISKEY card is drawn.

a. Conduct Skedaddles

Players may withdraw regiments or batteries by choosing to skedaddle. Unit receives one hit (for stragglers). If a hit causes a stand to be removed, it is ignored.

b. Draw Action Card/Chit

The next card/chit is revealed.

c. Conduct Specified Action (MOVE, FIRE, CHARGE, RALLY)

All players may conduct the specified action with the expenditure of an order.

When the first WHISKEY card is drawn, no actions are conducted, and a new card/chit is immediately drawn.

When the second WHISKEY card is drawn the turn ends.

Commanders

Brigade “Commanders” represent the individual player on the battlefield. Commanders lead brigades of multiple regiments and/or batteries. A Commander may give only one order per action card/chit.

Orders and Brigade Formation

A commander may issue an Order to any or all units in his brigade within 1½” of his stand.

- Superb commanders have 3 Orders
- Capable commanders have 2 Orders
- Weak commanders have 1 Order

Regiments and batteries from the same brigade that are within 1½” of each other or the commander are considered in ‘Brigade Formation’.

- If a commander issues an order to a regiment or battery in Brigade Formation, all the regiments and batteries in that formation may follow it.
- Regiments or batteries on a ‘Move’ order must remain within 1½” of each other.

Moving & Attaching Commanders

Commanders may move 18” on any ‘Move’ action without expending an Order.

- Commanders may issue an order before (but not after) moving.
- Commanders may attach (or detach) themselves to a regiment on any ‘Move’ action.

Attached Commander Benefits

Attached commanders give a regiment or battery +1 Die when Firing, Rallying, or Charging. These along with Troop Quality modifiers are known as ‘Universal Modifiers’

- If a commander is attached to a regiment or battery, he may only give orders to that regiment or battery (Brigade Formation does not apply).
- The attached commander may also lead the regiment in a charge without using an Order. This requires surviving a “Shot from the Saddle” roll (see below) before conducting the Charge. The regiment does not receive the charge order bonus.

Shot from the Saddle

Attached commanders might be “Shot from the Saddle”

- In 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.
- ‘Superb’ and ‘Capable’ commanders are replaced with a new ‘Weak’ commander during the next “Reload” phase. ‘Weak’ commanders are not replaced.

Detaching / Attaching Units

A commander may detach a unit on a RALLY order. The unit becomes an independent regiment or battery at the start of the next turn. Process: the commander must be attached to the unit and then expend an order. No more than one unit may be detached from a brigade.

A commander may re-attach an independent unit to his brigade on a RALLY order. It immediately becomes a brigade unit. The process is identical to detaching a unit.

Troop Quality

Regiments and Batteries have troop quality ratings of: Crack, Veteran or Green.

- Crack Regiments and Batteries receive +1 Die when Firing, Rallying, or Charging.
- Veteran Regiments and Batteries receive no modifier
- Green Regiments and Batteries receive -1 Die when Firing, Rallying, or Charging

Terrain

Terrain falls into three categories: Linear Terrain, Area Terrain, Cosmetic Terrain and Elevations. Terrain can impact movement, firing, and charges. This impact is described in the MOVE, FIRE and CHARGE sections.

Linear Terrain

Linear terrain is generally quite narrow. Such terrain includes:

- Fences and Walls
- Hasty Works and Entrenchments
- Abatis and Chevaux-de-frise
- Brooks, Streams and Rivers
- Troop Formations (Enemy and Friendly)

Due to the narrow width of linear terrain, troop formations are placed on either side of (but not in) linear terrain. Furthermore, opposing formations cannot occupy opposing sides of linear terrain (an opponent must be expelled with a charge!) Linear terrain may be fired across or beyond. It does not block fire, although it may hinder it.

Linear terrain exceptions:

- Brooks, streams and rivers: Opposing formations can occupy opposite sides of streams, brooks and rivers.
- Friendly troop formations: To cross a friendly troop formation requires a passage of lines. Furthermore, one cannot fire through a friendly troop formation.
- Enemy troop formations: One cannot move through an enemy troop formation. A minimum distance of 1" is required from enemy troop formation. Furthermore, one can only fire into enemy formations (as opposed to through them).

Area Terrain

Area terrain has depth. Such terrain includes:

- Rough Ground and Swamp
- Open Woods, Thick Woods and Thickets
- Farms, Towns and Cities

This depth allows troop formations to be placed in as well on either side of area terrain. Area terrain is represented by colored felt with appropriate scenery (rocks, trees, buildings) to it. This scenery can be moved to accommodate unit stands.

Area terrain may be fired into or beyond. However, a unit may not fire through more than 6" of area terrain. Rough ground is exempt from this rule.

Cosmetic Terrain

Cosmetic terrain can greatly enhance the visual appeal of a game. It can include random trees, shrubs, creeks, small buildings, equipment, civilians, etc. Cosmetic terrain has no impact on game play and can be freely moved to allow troop movements.

Elevations

Elevations represent hills and high ground. These provide the ability to fire over obstructions (area terrain & troop formations). Firing over obstructions is detailed in the FIRE section. Elevations should be clearly indicated on the gaming table.

Terrain Description and Representation

- **Open Woods** are wooded areas that are free of underbrush (often due to cattle grazing). Open Woods are represented by model trees placed on dark green felt.
- **Thick Woods** are wooded areas with underbrush. Thick Woods are represented by model trees and extensive lichen placed on dark green felt.
- **Farms** are isolated groups of structures represented as a single building on an appropriately sized piece of beige felt.
- **Towns** are communities with green space between most houses. Towns are represented with light grey felt and smaller buildings.
- **Cities** are built up, even industrialized, areas. Cities are represented with dark grey felt and substantial structures. In the case of towns and cities the buildings can be moved to accommodate troop stands.
- **Elevations** are hills and high ground that provide the ability to fire area terrain & troop formations. For 28mm armies, these can be represented by 2" pieces of hard foam inserted under the table cloth.
- **Fences** and **Walls** are obstacles that are chest high. Fences are made of wood, while walls are of stone.
- **Hasty Works** and **Entrenchments** are defensive positions made of wood, stone and earth.
- **Abatis** is a tangle of cut branches with the branches toward the enemy. **Chevaux-de-frise** (also referred to as palisades) are sharpened stakes in the ground pointing toward the enemy are treated identically to abatis.
- Waterways: Bull Run is a **Stream** obstacle. Willoughby's Run west of Gettysburg is a **Brook** obstacle, while most of Plum Run (Bloody Run) south of Gettysburg is cosmetic only. The Chattahoochee River is a **River** obstacle.

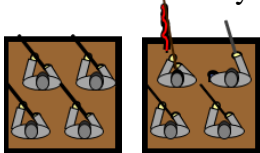
ARMIES

Basing

The Devil to Pay is designed for play with 1½” (40mm) square stands for infantry, 2” (50mm) square stands for cavalry, and 1½” x 3” (40mm x 80mm) rectangular stands for artillery.

Although we play with 28mm figures, *The Devil to Pay* can be played with any scale figure: 6mm to 54mm. The only requirement is that stand sizes remain as proscribed. Varying numbers of figures can be placed on a stand, for example: two 40mm figures or eight 15mm figures might be placed on a 1½” stand. With 28mm figures, we suggest the following:

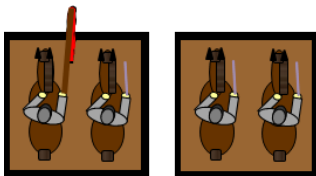
Infantry Stands are mounted with four figures on a 1½” (40mm) square base. Regimental command stands are mounted with four figures and should contain a flag bearer. Regimental command stands may also have an officer, a musician, and an additional flag bearer.



Artillery Stands are mounted with a crew and gun on a 1½” x 3” (40mm x 80mm) rectangular base. Gun crews are mounted as four figures on the stand and the actual cannon should be removable. One stand in each battery should have a flag to indicate the command stand.



Cavalry Stands (when on horseback) are mounted with two figures on a 2” (50mm) square base. Regimental command stands should contain a flag bearer. Dismounted cavalry is mounted as infantry: four figures on a 1½” (40mm) square base. Note: Regimental command stands never dismount.



Mounted Cavalry



Dismounted

Commanders represent the actual player and are mounted as a solitary figure on a 1½” (40mm) round base. We also place a brigade flag on the stand for identification and order tracking.



Infantry

Infantry regiments in *The Devil to Pay* should begin a game with between four and seven stands; roughly 320 to 560 men.

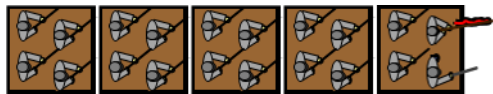
- Crack regiments generally have 4 to 5 stands
- Veteran regiments generally have 5 to 6 stands
- Green regiments generally have 6 to 7 stands

We regularly shift stands among a brigade's units to achieve desired regiment strengths. This is consistent with Civil War practice: smaller regiments were amalgamated together, and excessively large ones were broken into 'battalions' for battlefield maneuver purposes.

Unit formations determine how fast units can move, and their ability to conduct combat actions. Formations may conform to terrain (roads, walls, woods, etc.)

March Column

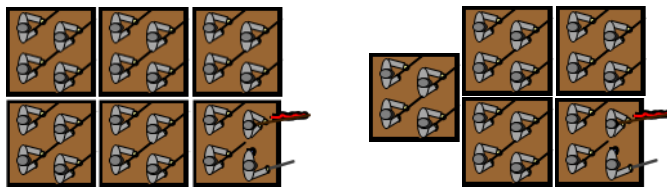
March column is formed by placing the stands of the unit in a single file with the command stand in the front. March columns move 18" when operating on a road (if beyond 12" of an enemy).



March Column	
Movement	12"
Movement on Road	18"
Fire	Not Allowed
Target	+2 Die
Melee	-3 Die

Attack Column

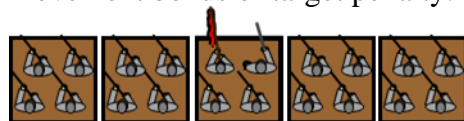
An attack column may be formed by any regiment with at least five stands. It is formed by placing the regiment's stands into a formation that is two stands wide and at least three stands deep. The command stand must be in the front of the column. Note: only the front rank may fire.



Attack Column	
Movement	12"
Fire	Front Rank Only
Target	+2 Die
Melee	+1 Die

Line

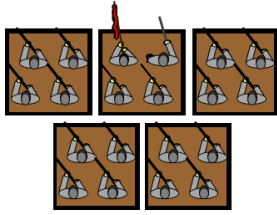
The line has all the stands of the unit side-by-side and facing forward. The line receives no movement bonus or target penalty.



Line	
Movement	9"
Fire	Front Rank Only
Target	--
Melee	--

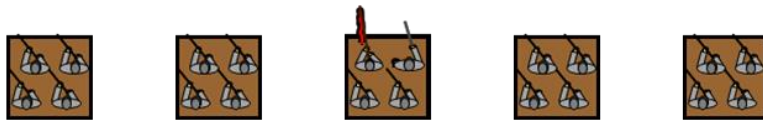
(continued on next page)

A regiment of five or more stands may form a double line. Insufficient space may also force a unit into double line. The front rank may never have less stands than the rear rank. Only the front rank may fire. Hits may be applied to the second rank before the first.



Loose Order

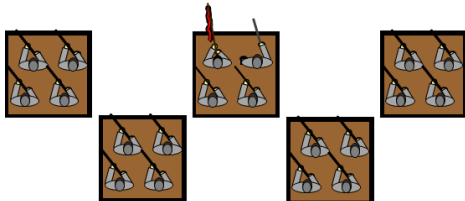
Loose Order is represented by forming the unit with at least one stand's width between stands. The maximum distance is two stands' width. Insufficient space can prevent a unit from entering loose order.



Loose Order	
Movement	12"
Fire	--
Target	-1 Die
Melee	-2 Die

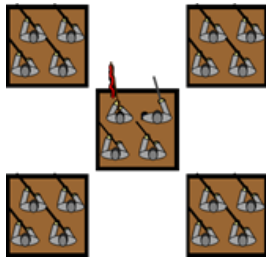
Disordered

The stands are staggered when a unit is disordered as a result of melee or a skedaddle. Disordered units can only change formation (out of disorder) on a RALLY card. This action changes the formation into a Line facing the enemy.



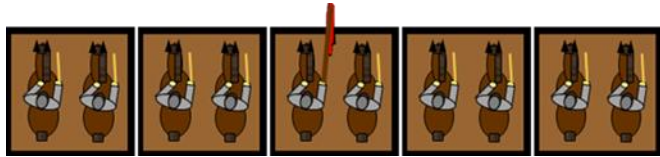
Disordered	
Movement	9"
Fire	-2 Die
Target	--
Melee	-2 Die

If frontage space is constrained, the disordered formation may form additional ranks:



Cavalry

Cavalry regiments will generally have between 3 and 5 cavalry stands (representing between 240 and 400 cavalymen). Unlike infantry, troop quality does not guide cavalry unit strength.



As with infantry, we regularly shift stands among a brigade's units to achieve desired regimental strengths. A tabletop regiment might represent a strong squadron or a few small regiments operating together.

Mounted Cavalry

Mounted cavalry uses the same formations and modifiers as Infantry. Additionally:

- Mounted regiments and cavalry commanders receive a 6" movement bonus. This bonus also applies to skedaddle. It does not apply to charge or fudge moves.
- Mounted cavalry regiments do not fire; they may only charge and melee. Mounted cavalry regiments receive +1 Die in melees.

Dismounted Cavalry

Dismounted cavalry maneuvers and fights as infantry. The only constraint is that dismounted cavalry may not use the Line or Attack Column formations, and generally fights in Loose Order. When a dismounted cavalry unit 'reforms', it does so into Loose Order. Specific units (example: Wilders Lightning Brigade) may ignore this rule and form into Line.

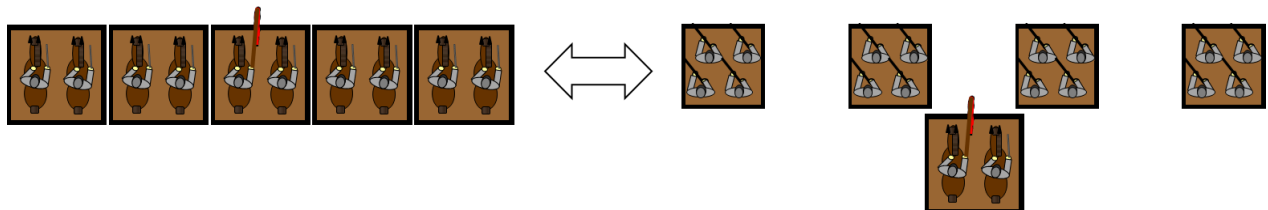
When dismounted cavalry skedaddles, it remounts as part of the skedaddle.

Note: cavalry that has been permanently dismounted (prior to the battle) is treated and organized as infantry. In such cases, the regiment is cavalry in name only.

Mounting and Dismounting Cavalry

Cavalry dismounts by exchanging one mounted (cavalry) stand with a dismounted (infantry) stand. Importantly, the mounted command stand never dismounts. It remains immediately behind the formation (as horse holders) and cannot participate in dismounted combat.

Mounting and dismounting is considered a formation change and is executed as a MOVE order. Dismounted cavalry deploys in loose order with at least one stand's width between stands.



Hits are transferred on a one-for-one basis between mounted and dismounted units.

Artillery

Batteries and Sections

A Union artillery battery was usually made up of three sections of two guns each; Confederate batteries were usually two sections. Each section is represented by a gun and crew on a single stand.

Unless a scenario calls for an independent section; artillery batteries may not be broken up.

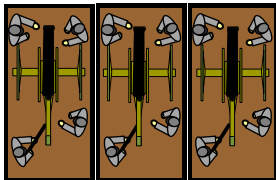
- Artillery batteries always fire with at least 1 Die (regardless of modifiers). An independent section does not have this benefit. Additionally, an independent section may never fire with more than 2 dice (regardless of modifiers).
- Artillery batteries reduced to one stand are not removed. They instead become an independent section of one stand.

An artillery battery will skedaddle 3D6 in inches. If the battery is unlimbered, it will leave the guns behind. The crew can re-man the guns if the enemy is driven off. Abandoned guns may not be used by the opposing side.

Artillery formations are limited to Unlimbered Artillery, Limbered Artillery and Disordered Artillery. These are detailed as follows:

Unlimbered

Unlimbered guns are ready to fire. Unlimbered guns may only move 3" (prolong) which is also used to change their facing.

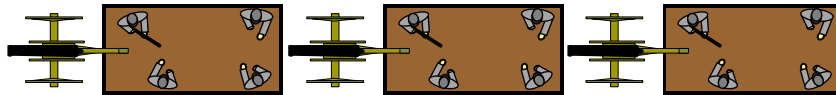


Unlimbered Artillery	
Movement	3"
Fire	--
Target	-1 Die
Melee	--

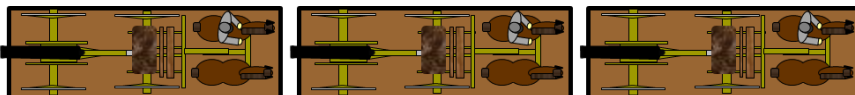
Limbered

Limbered guns are attached to their horse teams and are ready to move quickly. Limbered guns are not able to fire and can be formed in either a column or a line.

Limbered Artillery	
Movement	12"
Movement on Road	18"
Fire	Not Allowed
Target	+2 Die
Melee	-3 Die



Or (for those with limbers & horses)

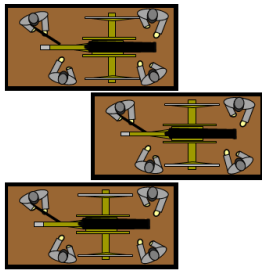


Disordered

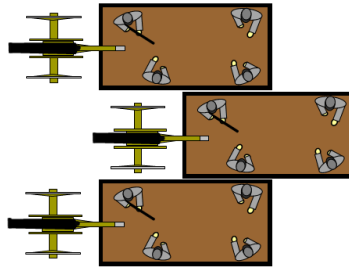
Disordered Artillery is reflected in 3 formations:

- Disordered Unlimbered Artillery
- Disordered Limbered Artillery
- Disordered Artillery without Guns

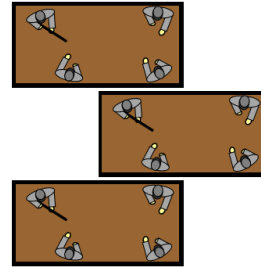
Disordered Artillery	
Movement	9"
Fire (Limbered)	-2 Die
Fire (Unlimbered)	Not Allowed
Target (Limbered)	+2 Die
Target (Unlimbered)	-1 Die
Melee	-3 Die



Disordered
Unlimbered Artillery



Disordered
Limbered Artillery



Disordered Artillery
without Guns

Horse Artillery

Horse artillery operates as traditional artillery and also receives the 6" cavalry movement bonus. This movement bonus does not apply to movement by prolong.

Brigades

A brigade consists of two or more regiments (or batteries) lead by a brigade commander. A brigade enables regiments and batteries to act in a **Brigade Formation**. This allows brigade commanders to use a single order for multiple regiments in their brigade. Regiments in a brigade are not required to follow a brigade commander's order.

Structure

A brigade formation consists of at least two units from a brigade. The formation can include all a brigade's units. Each unit must be within 1½" of another or their brigade commander.

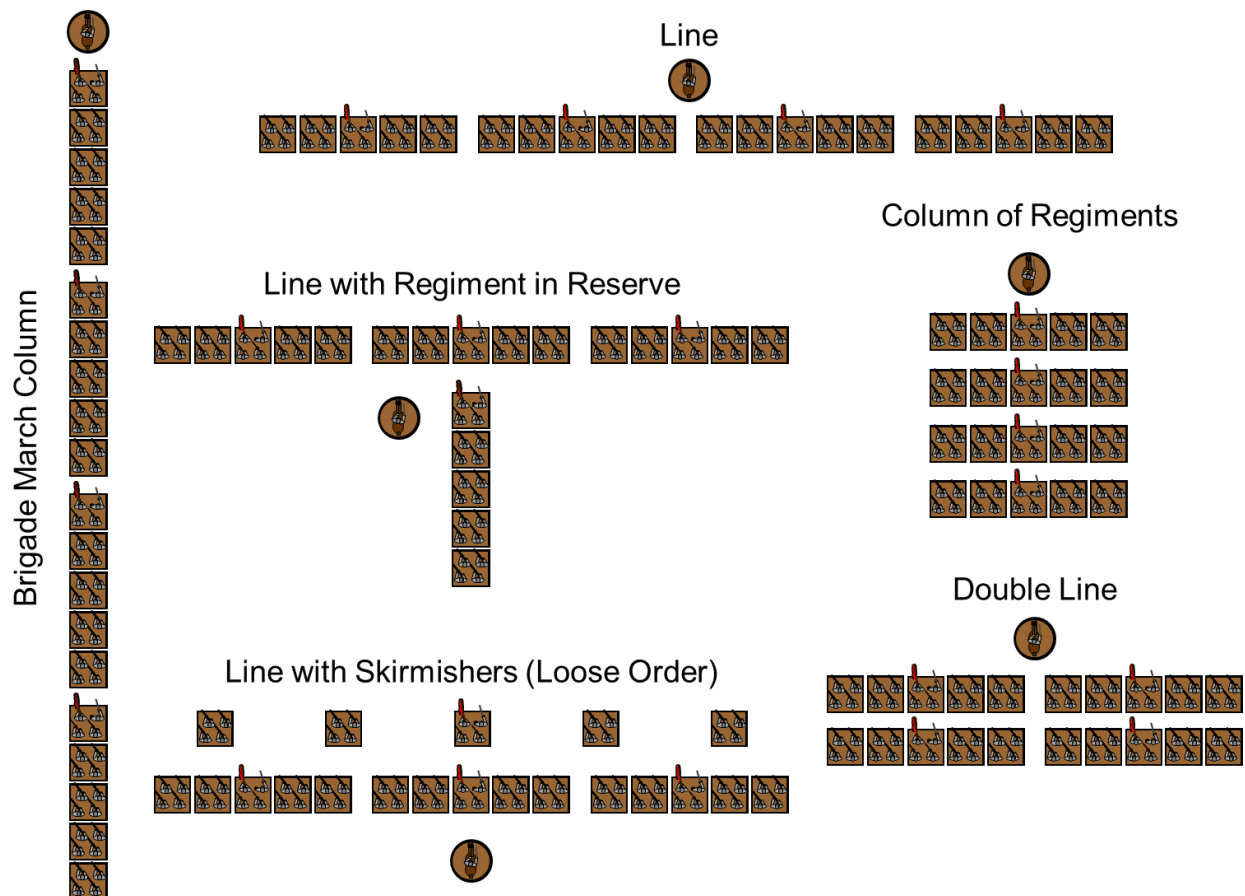
Benefit

When the brigade commander gives an order, all regiments and batteries in the brigade formation may conduct the action without using additional orders.

All regiments participating in the action must both start and end within 1½" of each other. This formation may only be broken due to melee results.

Typical Brigade Formations

The brigade formation rule allows for almost infinite deployments of regiments within a brigade. Commonly used deployments during the Civil War were as follows:



MOVE

As my Alabama boys step out of the woods, sunshine glitters off 1600 bayonets. In the distance the Yanks are a blue smudge along the fence. 'Forward Alabama!' As the 3" Rifles seek our range, more Union troops surge out of the trees to reinforce the fence line. We've gotta move!

Overview

There are two MOVE cards in the deck. The MOVE action allows units from both sides to move. One card specifies that the Union side moves first. The other card specifies that the Confederate side moves first.

A MOVE action may also be selected upon winning a Carpe Diem roll.

Process

1. Players (from the side moving first) may conduct:
 - **Movement**
 - **Change Formation**
 - **Special Movement**
2. Players (from the side moving second) may conduct:
 - **Movement**
 - **Change Formation**
 - **Special Movement**

Movement

Units are moved one at a time. Movement distance is determined by formation:

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"

Units move directly forward. Movement direction is altered by:

- **Wheel:** Troops can change their direction of march by wheeling. Measure the outside of the arc to determine the distance travelled.
- **Oblique:** Troops may move at a 45° angle without penalty. Troops designated as green may not use oblique movement.

Notes

- Cavalry: Use the same movement formations as infantry but adds 6" to the distance moved.
- No unit may come within 1" of an enemy unit, contact can only be made during a charge.

Terrain Penalties

Penalties are applied when an obstacle is encountered. When a unit moves and does not have enough movement to overcome an obstacle it stops until the next MOVE card is drawn.

Example: A loose order unit may move 12" because of its formation. After moving through open ground for 10 inches the unit encounters a fence (-3" obstacle). This penalty is greater than the movement that remains for the unit. The unit stops and does not cross the fence. On the next MOVE action the unit may move 9" (12" allowance and -3" for the Fence).

When using brigade formations, players should first move units in the most restrictive terrain. This allows other units to maintain the distance requirement of 1½ inches with the slower unit.

Terrain notes:

- Terrain does not affect Charge, Skedaddle or Fudge move distances
- March Column and Limbered Artillery formation ignore terrain penalties when on roads

Linear Terrain

Linear Obstacle	Penalty
Fence / Wall / Brook / Passage of Lines*	-3"
Hasty Works / Entrenchment / Stream / Abatis* / Chevaux *	-6"

* Disorders charging units.

- **Fences** and **Walls** prevent artillery and mounted cavalry movement. Fences and walls can be removed. Infantry, dismounted cavalry, or unlimbered artillery that spend an entire MOVE action adjacent to a fence or wall can remove that section of it.
- **Hasty Works** and **Entrenchments** prevent artillery and mounted cavalry movement. Infantry, dismounted cavalry, or unlimbered artillery that spend two entire MOVE actions adjacent to hasty works can remove that section of it. Entrenchments cannot be removed.
- **Abatis** is a tangle of cut branches with the branches toward the enemy. **Palisades** are sharpened stakes in the ground pointing toward the enemy. **Chevaux-de-frise** are movable obstacles of sharpened stakes. All three types of obstacles disorder a regiment charging through it.

Artillery and mounted cavalry are unable to move through abatis, palisades and chevaux-de-frise. Infantry or dismounted cavalry regiments that spend two entire MOVE actions adjacent to the obstacle can remove that section of it.

- **Passage of Lines** reflects one regiment moving through another.

Area Terrain

Area Terrain	Penalty
Rough Ground / Swamp / Open Woods / Farm	-3"
Thick Woods / Thicket* / Town / City*	-6"

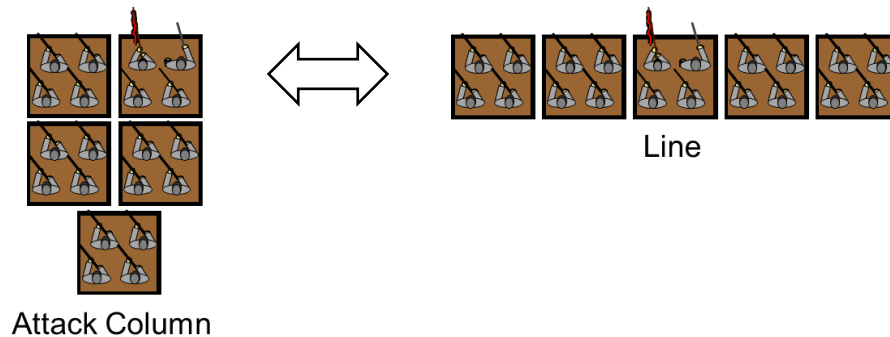
* Disorders charging units.

Area terrain impacts movement. Area terrain obstructs observation if greater than 6" in depth.

Formation Change

There are two methods for changing formation:

1) A full MOVE action conducted around the colors which remain in place. The command stand (colors) remains in place though it may rotate to any facing, and the rest of the unit forms on that stand. No part of the formation may get closer to the enemy.

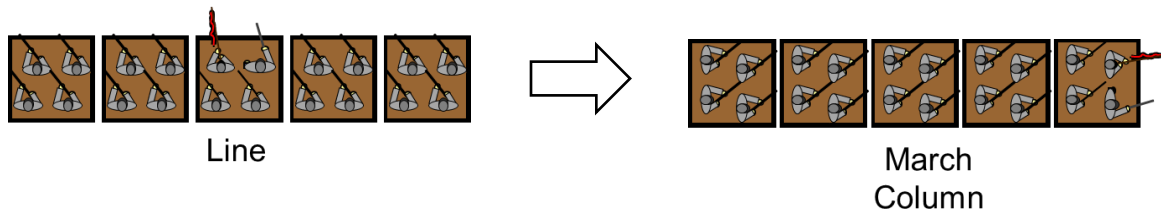


Notes

- Formation changes include changing from one formation to another (not from disorder), limbering or unlimbering, mounting, or dismounting.
- Changing formation from disorder or requires a RALLY action.
- Standing up from prone also requires a RALLY action

2) A unit may “Left/Right Face” from March Column to Line (or vice versa). Essentially each stand rotates left or right 90 degrees. Colors are then placed appropriately. This costs 3” and is conducted at the beginning or end of movement.

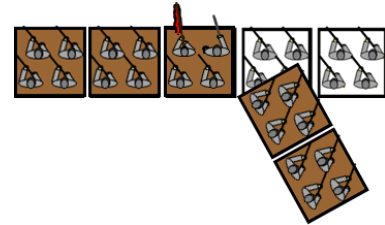
Example: The line makes a ‘Right Face’ into March Column (for a cost of 3” of movement). The unit then moves an additional 9” as a March Column.



Special Movements

Fudge Move

All players recognize times when a unit is in the wrong position by just a tad. The fudge move provides a mechanism to correct these situations. On a MOVE card, the expenditure of an order allows a unit to adjust its position in any direction up to 3".



A fudge move can also be used to fall back facing the enemy or to refuse a flank (as demonstrated in the diagram).

Refused flank note: A refused flank causes a -3" penalty when moving. The refused flank is first straightened out and then the move is conducted.

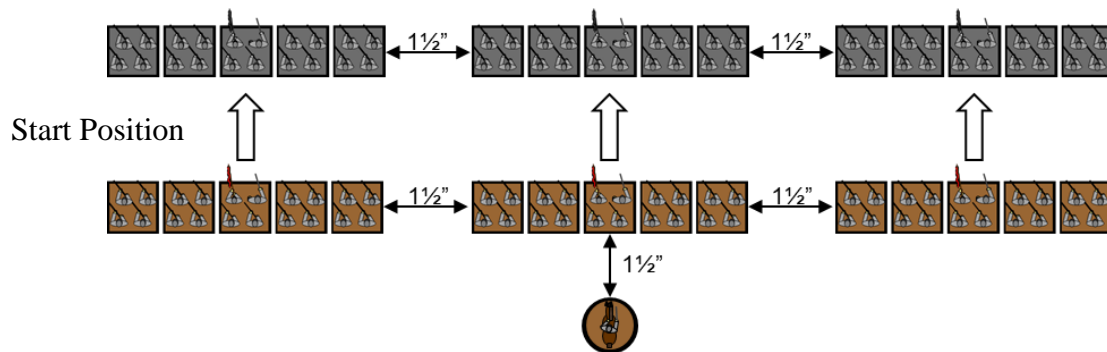
Prolong

Unlimbered artillery may use the prolong move to adjust its position by 3" or change its facing up to 45 degrees **without** having to limber, move, and unlimber.

Brigade Formation

When moving in brigade formation all units must retain the 1½" distance (or less) at the end of the action.

End Position



FIRE

Closer, closer... At less than 100 yards we pause to open fire! Levelling our muskets, we cut loose a blaze of death into the enemy lines. This is the killing ground. Controlled volleys quickly decay as troops fire as fast as they're able. It's a place of deafening noise, confusion, and destruction.

Overview

There are two FIRE cards in the deck. FIRE actions allow units from both sides to fire. One card specifies that the Union side fires first. The other card specifies that the Confederate side fires first. The effects of fire are simultaneous.

A FIRE action may also be selected upon winning a Carpe Diem roll.

Process

1. Players (from the side firing first) conduct firing
 1. Determine **Eligible Stands**
 2. Apply **Modifiers**
 3. Conduct **Fire** (but do not apply hits)
2. Players (from the side firing second) conduct firing
 - As above
3. Apply hits

The effects of fire are simultaneous, and hits are not applied until both sides have fired. Therefore, place hits next to stands until step 3: Apply Hits.

Eligible Stands

Units receive one die for each stand eligible to fire. Eligible stands have the target in their arc of fire, are within range, and have a direct line of sight.

Stands with hits are not eligible to fire.

Arc of Fire

Arc of fire is from corner-to-corner of the firing stands (a 90-degree arc of fire). Artillery measures from the rear corner of the crew stand to the opposite, front corner of the gun stand (roughly a 60-degree arc of fire).



Target Priority

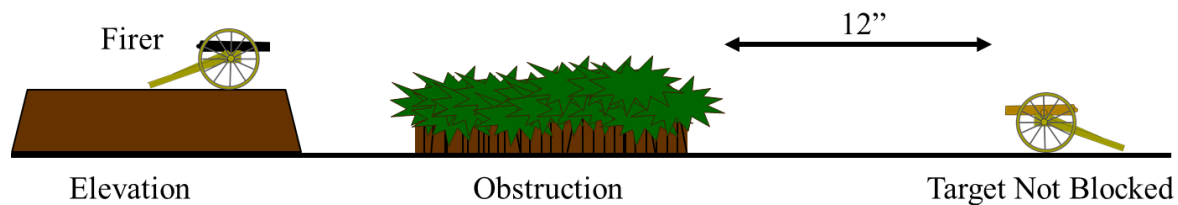
If one or more enemy units are within 12" it must be given priority as a target. In this situation, the unit must fire at the closest enemy within their arc of fire.

Obstructions

Obstructions block a unit from shooting at another unit. Obstructions include friendly or enemy troops, and elevations, woods, towns, cities, etc. Woods, towns and cities must be at least 6" wide to be considered an obstruction.



A unit on an elevation may fire over an obstruction. The target must be at least 12" beyond the obstruction. The firer receives no fire bonus for height.



Conversely, a unit may fire at an elevated target over an obstruction. The firer must be at least 12" from the obstruction.

Fire Modifiers

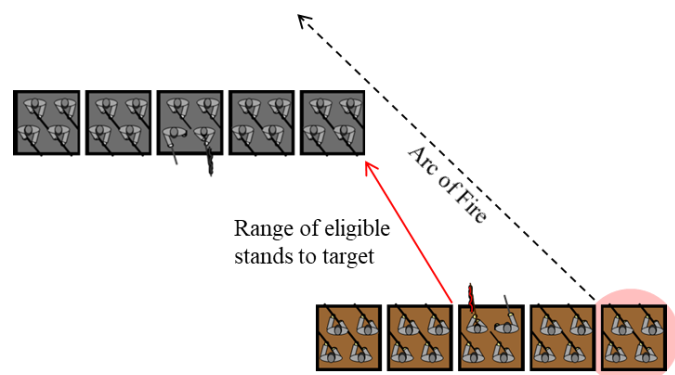
Fire modifiers are cumulative and are based on the activity of the firing and target units. There are four types of modifiers:

1. Range
2. Formation
3. General
4. Universal

1. Range Modifiers

Range is measured from the center of the **eligible** firing stands to the nearest enemy stand.

Example: The firing regiment (brown) can only bring four stands to bear on the target unit (grey). Note that the range is measured from the center of the eligible stands rather than from the center of the firing regiment.



The number of dice rolled by a unit may increase or decrease at different ranges. For example, a Smoothbore Musket-armed regiment receives a +2 Die bonus at ranges out to 6". At ranges between 6" and 12", the regiment suffers a -2 Die penalty. At ranges beyond 12", it cannot fire.

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	--	

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 & How.	+1 Die	+1 Die	--	-1 Die	-3 Die	
20 Pound Rifle	+2 Die	+2 Die	+1 Die	+1 Die	--	-1 Die

* Regardless of modifiers, an Artillery Battery can always fire with 1 Die.

2. Formation Modifiers

The following modifiers are listed as "As Firer," and "As Target." Only one modifier is applied for both the firer and the target.

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

3. General Modifiers

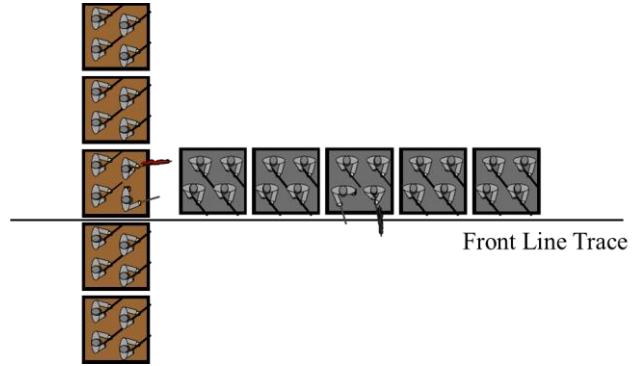
The following modifiers are listed as "As Firer," and "As Target." Multiple modifiers may be applied for both the firer and the target.

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	--

Notes:

- **Fence, Wall, Hasty Work and Entrenchment** modifiers are applied only once. If multiple obstacles lie between firer and target, select the highest modifier. If a firer is at the fence or wall, the modifier is not applied. **Sunken roads** are treated as walls for fire modifiers.

- **Flanking Fire:** Units whose command stand is behind the target's front-line trace receive a +2 Die flanking fire bonus. The Flanking Fire modifier is not applied against a march column, attack column, or limbered artillery. These formations have already suffered appropriate penalties.
- **Area Terrain:** For purposes of fire, units are either fully in or fully out of area terrain. A unit is considered in terrain if most of its stands are in the terrain. Area terrain modifiers are applied when one or both units (firer and target) are in the area terrain. The modifier is never counted twice.



4. Universal Modifiers

As with Charge and Rally die rolls, the universal modifiers also apply to Fire.

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

Fire

The firer rolls the appropriate number of dice with 4, 5 or 6 scoring a hit.

Example: A crack rifled musket-armed 5 stand unit fires at a target in line in open woods at 14"

5 Eligible Stands: 5 Dice

Target at 14": -2 Die for Range

Target in Open Woods: -1 Die

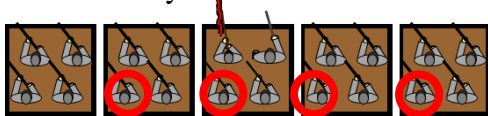
Crack Regiment: +1 Die

Total: 3 Dice

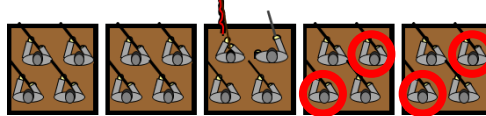
Hits are marked on the stands by the owning player. When a stand takes a hit, it loses its fire and melee value. When a stand receives a second hit it is removed from the game.

Example: A five-stand regiment has taken four hits. It takes two additional hits. It has now taken a hit on every stand with one stand having two hits. The stand with two hits is removed

No stand may receive a second hit until all other stands in the unit have taken one.



Correct Hit Placement



Incorrect Hit Placement

Any infantry or cavalry regiment reduced to a single stand is removed from the game. Artillery is exempt from this rule. If the brigade commander is attached to a regiment that takes a hit, he might be 'Shot from the saddle'.

CHARGE

Gotta get the brigade moving or we'll be chopped to pieces! I wrench the flag from the color sergeant of the 19th - he knows what's next. A screech splits the air as the regiment joins the sergeant in a ferocious rebel yell. The boys from the 22nd pick up the battle cry...

'Alabama - Charge!'

Overview

There are two CHARGE cards in the deck. The CHARGE action allows units from both sides to charge. One card specifies that the Union side charges first. The other card specifies that the Confederate side charges first. A CHARGE action may also be selected upon winning a Carpe Diem roll.

Process

1. Players (from the side charging first) announce charges and conduct **Charge Moves**
 - Opposing players may also **Reinforce a Defense**
2. Players (from the side charging second) announce charges and conduct **Charge Moves**
 - Opposing players may also **Reinforce a Defense**
3. Melees take place
 1. Determine **Eligible Stands**
 2. Apply **Melee Modifiers**
 3. Conduct the **Melee**
 4. Apply **Results**

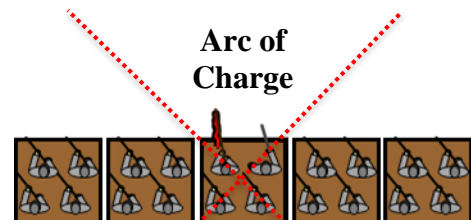
Charge Move

To charge an enemy unit, the enemy must be:

- Within 6" of the center of its front center, and
- Within 45 degrees of its front center

Terrain affects:

- Terrain does not impact this 6" distance
- Thicket, cities, abatis, chevaux-de-frise and friendly units disorder charging regiments prior to melee



Reinforce a Defense

Players may commit additional units to 'reinforce a defense.' The reinforcing unit must expend an order. The target enemy unit must be within 6" and 45 degrees of its front center. A reinforcing unit does not to contact an enemy unit, it can act as a second rank to defending units. Reinforcing units are considered defenders for melee results.

Eligible Stands

Units receive one die for each eligible stand in a melee. Stands with hits are not eligible.

Melee Modifiers

Melee modifiers are based on the activity of the unit, not the activity of the opposing unit. Modifiers are cumulative and are calculated for each unit in the melee. The modifier types are:

1. Formation
2. General
3. Universal

1. Formation Modifiers

Formation modifiers are as follows:

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

2. General Modifiers

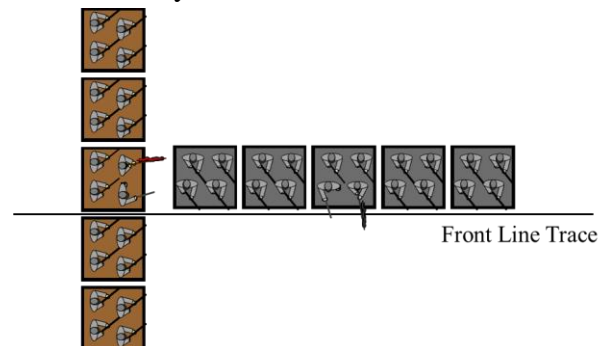
General modifiers are as follows:

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

Note: the Charge Order modifier is only applied once (regardless of the number of units engaged).

Enemy Flanked: Any attacking regiment whose command stand lies fully behind the front line trace before the charge receives the enemy flanked bonus of +2 Die.

Example: The attacker (brown) receives a +3 Die bonus for the flank bonus.



3. Universal Modifiers

As with Fire and Rally die rolls, the universal modifiers also apply to Charges.

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

Melee

Both the attacker and the defender roll the appropriate number of dice with 4, 5 or 6 scoring a hit. Hits are applied appropriately to the units by the owning players. Hits are distributed evenly across units involved in the melee and cause attached commanders to check for ‘Shot from the saddle’

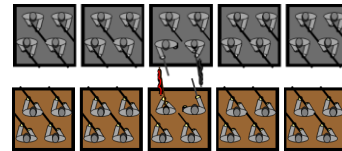
The side that suffered the least hits wins the melee (Defender wins ties) and is disordered. If the attacker is the victor, he may occupy the defender’s positions.

Each unit that lost immediately skedaddles. All Skedaddle rules are in effect:

- The skedaddling unit falls back 3D6”, becomes disordered, and takes a hit
 - The hit is ignored if it causes a stand to be lost
- If the skedaddle unit is blocked by an enemy regiment, it surrenders
- If a unit falls back through a friendly unit that is within 3”, the friendly unit is disordered

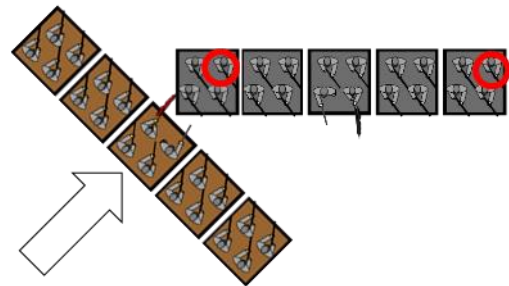
Example 1:

- The attacker (brown) has five eligible stands: 5 dice + 1 die (for the charge order)
- The defender has eligible stands: 5 dice



Example 2:

- The attacker (brown) has five stands eligible: 5 dice + 1 die (for the charge order)
- The defender (grey) has three stands eligible (due to two hits): 3 dice



Example 3:

- The attacker (brown) has ten stands eligible: 10 dice. He also has two regiments in attack column: +2 Die (Attack Column bonus x 2 regiments). Total: 12 dice + 1 die (for the charge order)
- The defender (grey) has a reinforcing regiment in the second line. This gives the defender 10 eligible stands: 10 dice.



RALLY

The 26th has been shattered by the musket and artillery fire. They skedaddle out of range. Once they catch their breath they'll rally and reform. The 25th is wavering; its brave commander struggles to keep his men in the firing line.

Overview

The function of a RALLY order is to (1) reform disordered troops into line or (2) remove hits caused by fire and melee. There are two RALLY cards in the deck. The RALLY action allows units from both sides to RALLY. One card specifies that the Union side RALLY first. The other card specifies that the Confederate side RALLY first. A RALLY action may also be selected upon winning a Carpe Diem roll.

Process

1. Players (from the side acting first) may conduct:
 - **Reform**
 - **Rally**
2. Players (from the side acting second) may conduct:
 - **Reform**
 - **Rally**

Note: a disordered regiment or battery cannot rally off hits, it must first be reformed. A regiment or battery may not rally off hits on the same action that it reformed.

Reform

A unit or commander may expend an order to change from disordered to line. The line must face the nearest enemy.

Rally

To remove hits, a regiment or battery rolls two D6. Any rolls of a 4, 5 or 6 removes a hit. The number of dice is modified accordingly:

Distance

Distance from the enemy increases a sense of safety. This is reflected in the following modifiers (only one distance modifier may be applied).

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

Universal Modifiers

As with Fire and Charge die rolls, the universal modifiers also apply to Rally.

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

Prone

Prone troops suffer a -2 Die modifier. This can make it impossible for a unit to rally.

Rally Example

A crack unit has 4 hits. It is 18" from the nearest enemy. The unit starts with 2 dice, receives +1 Die for Troop Quality (Crack) and +1 Die for distance from enemy. The unit receives a total of 4 dice. It rolls a 2, 4, 4, & 6 and removes 3 hits.

SKEDADDLE

The 26th has been shattered by the musket and artillery fire. They skedaddle out of range. Once they catch their breath they'll rally and reform. The 25th is wavering; its brave commander struggles to keep his men in the firing line.

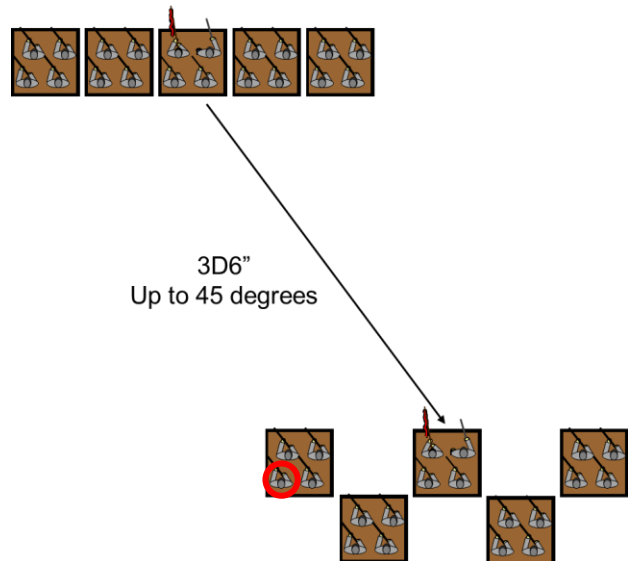
Overview

Units in untenable situations need not wait for a MOVE card to extricate themselves. During any action phase, before a card is revealed, a unit may skedaddle.

A skedaddle is mandatory after losing a melee.

Process

1. The player rolls three dice (3D6) and totals the result to determine the distance in inches skedaddled.
2. The unit moves the full distance away from the enemy with no terrain penalties imposed.
3. The unit is disordered facing the enemy.
4. Unit receives one hit (for stragglers). If a hit causes a stand to be removed, it is ignored.



Notes

- The movement can be made within a 45-degree arc of the rear of the unit.
- Measurement is made from the appropriate point of the original position to the same point on the final position; the unit is now disordered facing the enemy.

Skedaddling through Units

- If the skedaddling unit passes through a friendly unit within 3", the friendly unit is disordered. If the distance is great than 3", there is no effect on the friendly unit.
- If the skedaddling unit passes through an enemy unit, the skedaddling unit surrenders.

OPTIONAL RULES

Going Prone

Units may go prone during a skedaddle phase without the expenditure of an order. They have a -2 Die modifier as a firer or a target. The unit may stand up on a RALLY action with the expenditure of an order. Prone units may rally with a -2 Die modifier. A prone disordered unit must first stand up before reforming (requiring two actions). If a prone unit is engaged in a melee, it is considered to have stood up upon completion of the melee.

Sharpshooters

Sharpshooters were normally deployed as companies rather than regiments. Thus, Sharpshooter regiments are broken up and deployed in units of two or more stands. These units are attached to specific brigades and each receives three orders instead of two. Sharpshooters must fight in loose order. If a Sharpshooter unit is reduced to one stand it is removed. *Sharpshooters receive no range penalties when firing.*

Constructing Hasty Works

Construction of hasty works may be conducted by stationary units. This is accomplished by the unit expending four MOVE actions. When in woods, only three MOVE actions are required.

Trained and Veteran Troops

As an optional rule, Veteran Troops can be split into two classes: Trained and Veteran. Trained troops suffer -1 Die in Melee. Veteran Troops receive +1 Die when firing.

Split Fire

On rare occasions, a unit will want to fire at 2 opponents. This can be conducted as follows:

1. Calculate the number of dice to be rolled based upon the *most difficult target*
2. Allocate those dice between the two targets
3. Roll the dice and apply the results

Alternate Card / Chit System

Some players may dislike the uncertainty of the 'Whiskey' end-of-turn system. Such players may want to try removing the Whiskey cards/chits and using:

- 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)
- 2 "Carpe Diem" Cards / Chits

The turn ends when the last card / chit is drawn.

Number of Carpe Diem Dice

If the number of players differ on the sides, an extra die can be given (to the smaller side) to 'even up' the odds on a Carpe Diem roll. Additionally, an extra die can be given to reflect the presence of an exceptional general.

DESIGN NOTES

Battlefields are chaotic.

The Carpe Diem System

The Carpe Diem card system reflects the experience of commanders in the heat of battle; the noise, chaos, and struggle to accomplish desired actions. Units may respond promptly to an order or they may not. Orders can be misheard, misunderstood, or simply lost. The card/chit system reflects this quite well; a commander may be able to accomplish an action before the enemy does another. Or he may not...

Whiskey

The WHISKEY (end-of-turn) cards add uncertainty to the game. Players can assume that the game will not end on the first or a subsequent card if no WHISKEY card has been revealed. But you never know. That is why after the first WHISKEY card it becomes important to seize the moment to take an action. This is especially true when an opposing unit has expended all its orders, and your unit still has orders to play.

Skedaddle

American units did not have the inclination to stand and be shot to pieces unless they were completely committed to the act (as were the 1st Minnesota and 37th Virginia who took more than 50% casualties and retained the field). For the most part American units did not willingly take casualties when they served no purpose. Thus, the skedaddle allows units to flee deadly and undesirable situations.

Disorder, Rally and Reform

Disorder is a result of the chaos of melee or skedaddle. Individuals are lost, others lose formation, and there is general confusion. The way a regiment regained its cohesion/organization was to have the unit "Fall in!" The troops fall into a line, dress and cover, and count off. This is the first activity of the RALLY order.

The second activity of the RALLY order is getting troops back into the firing line.

Command Radius

The influence of a commander was one of the sticking points we encountered in developing *The Devil to Pay*. That the commander should be able to move his entire brigade with a brigade order was a solution. But what happens when a brigade breaks apart due to terrain and combat? We decided that a commander could only give orders to units within 25 yards (1½"). Adjacent units within his brigade could then follow the order as well.

Turns and Time

Because *The Devil to Pay* is very fast, players are encouraged to play in real time. Therefore, reinforcements enter at a specific point in real time (*example: after 2 hours of play*).

Reinforcements enter on a **new turn** after the designated time has lapsed.

Skirmishers

Skirmish troops were used to discover an unknown enemy position or strength. Since most games begin with strengths and dispositions known the basic function of skirmishers is absent. In most historical cases the reference to skirmishers is actually a reference to loose order troops. When Buford mentions that the Rebels will attack as a thick skirmish line, he is really referring to loose order regiments.

Penalties for Moving up or down Slopes

Unlike other rules *The Devil to Pay* does not penalize a unit that moves across elevations. We can assume that the infantry who marched in the Civil War were incredibly rugged souls. Those men were not troubled by a simple rise of ground even as steep as Lookout Mountain.

Final Thought

Author Larry Brom (*The Sword and the Flame*) wrote that a good game has the characteristics of: “Enjoyment, Playability, Drama, Excitement, and Historical Accuracy.”

These rules were designed with these worthy objectives.

We hope you have fun with *The Devil to Pay*... we sure do!

A handwritten signature in black ink, appearing to read 'Nathaniel St. John', with a long horizontal flourish extending to the right.

Nathaniel St. John, 2018