The Devil to Pay (1" Stands)
2018 Edition

Move

Formation	Distance
Line	6"
Loose Order	8"
Attack Column	8"
March Column & Limbered Artillery	8"
March Column & Limbered Artillery on Road	12"
Fudge Move / Fall Back	2"
Prolong	2"
Charge	4"
Skedaddle	2D6"
Disordered	4"
Prone	N/A
Cavalry (not for Fudge/Charge)	+4"

Linear Terrain	Penalty
Fence / Wall / Brook / Passage of Lines*	-2"
Hasty Works / Entrenchment / Stream / Abatis* / Chevaux *	-4"
Area Terrain	
Rough Ground / Swamp / Open Woods / Farm	-2"
Thick Woods / Thicket* / Town / City*	-4"

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 2" and is conducted at the beginning or end of movement.

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

Infantry Fire	4"	8"	16"
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	1st Rank	+2 Die
March Column	No Firing	+2 Die
Disordered	-2 Die	--
Limbered Arty	No Firing	+2 Die
Unlimbered Arty	--	-1 Die

Artillery Fire *	4"	8"	16"	32"	48"	72"
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 8" of enemy	+1 Die
Beyond 18" of enemy	+2 Die
Prone	-2 Die

Notes
• Disordered units may not rally off 'hits'
• Instead, Disordered units form into Line facing nearest enemy

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

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

Hit Effects
• 1 Hit – Stand may not fire or participate in a Charge
• 2 Hits – Stand is removed
• Infantry & Cavalry regiments reduced to one stand are removed
• Owning player choses which stands to place hits on

Skedaddle

Effect
• Retreat full 2D6" (not affected by terrain) and become Disordered facing enemy.
• Unit receives one hit (for stragglers). If a hit causes a stand to be removed, it is ignored.
• Skedaddle does not require an order

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Turn Sequence

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.

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

*   Regiment or Battery   2 Orders
*   Independent Regiment or Battery   3 Orders

Commanders

Orders and Brigade Formation

A Commander may issue an Order to any or all units in his brigade within 1".
*   Superb Commanders have 3 Orders
*   Capable Commanders have 2 Orders
*   Weak Commanders have 1 Order

Brigade units that are within 1" of each other or the Commander are considered in 'Brigade Formation'.
*   If a Commander issues an order to a unit in Brigade Formation, all the units in that formation may follow it.
*   Units on a 'Move' order must remain within 1" of each other.

Moving & Attaching Commanders

Commanders may move 12" 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 +1 Die when Firing, Rallying, or Charging.
*   If a Commander is attached to a Regiment, he may only give orders to that Regiment (no Brigade orders)
*   The Regiment may also Charge without using an Order. This requires surviving a "Shot from the Saddle" roll (see below) before conducting the Charge.

Shot from the Saddle

Attached Commanders might be "Shot from the Saddle"
*   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.

Line

Attack Column

Disordered

Loose Order

March Column

Unlimbered Artillery

Unlimbered & Disordered Artillery

Limbered Artillery #1

Limbered Artillery #2

Limbered & Disordered Artillery

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