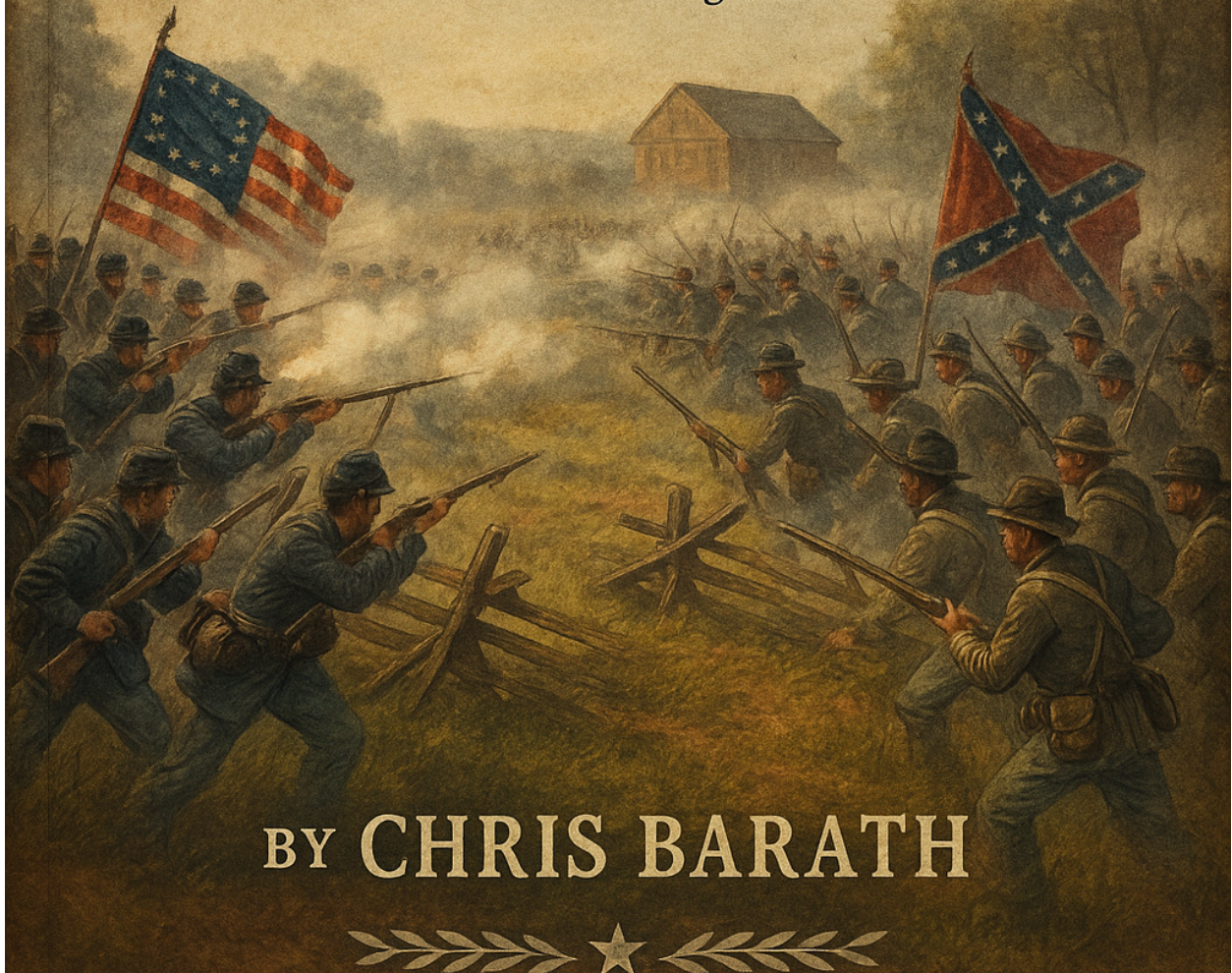


RED EARTH, BLUE STEEL

THE DEVIL'S TO PAY

A regimental-level American Civil War
scenario: McPherson's Ridge, 8:00-10:00 a.m.



BY CHRIS BARATH



“The Devil’s To Pay” — McPherson’s Ridge, 8:00–10:00 a.m.

General’s Epigraph: *“The devil’s to pay!”* — Brig. Gen. **John Buford**, sighting Confederate infantry advancing on Gettysburg

Designer’s Commentary: This scenario teaches the **core loop**—movement, fire, defensive fire, charge resolution, melee, and rally—using a real vignette. It starts as a **meeting engagement** with clear terrain and phased reinforcements so the GM can pace learning moments (skirmish screens, canister at Super-Close, charges across fences, and a simple flank). Keep chrome **off** unless noted; the goal is smooth flow and big “aha” moments, not rules density.

1) Table & Time

- **Table:** 6’×4’ (north edge = Union side; west edge = Chambersburg Pike entry).
 - **Turns:** 8 turns; roll **Variable End** after Turn 6 (5–6 ends).
 - **Scale & Ranges:** Use your group’s standard; nothing special required.
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2) Terrain (place in this order)

1. **Chambersburg Pike:** A road enters from the **west edge**, runs slightly **NE** across the center, exits the **east edge**.
2. **McPherson’s Ridge:** Low ridge straddling the pike with a **post-and-rail fence line** along the western crest. Treat crest as **Elevation**; fence = **Obstacle/Hard cover** for defenders behind it.
3. **Herbst (McPherson) Woods:** A medium woodlot **south of the pike** on the western slope of the ridge (Rough; Soft cover).
4. **McPherson Barn & Farm:** A fenced farmstead **north of the pike** near the ridge. Buildings provide **Hard cover**; yard fencing is **Obstacle**.

5. **The Railroad Cut:** A shallow cut **north of the pike**, west of the ridge crest (counts as **Difficult** to cross; provides **Hard cover** to units inside).
6. **Open fields** elsewhere; a **fence line** runs along parts of the road near the crest.

GM Tip: Keep **clear LoS lanes** to the road and ridge so new players immediately see cover and elevation matter.

3) Forces & Unit Names (stats come later)

Union (Army of the Potomac)

- **Cavalry Screen (on table start):**
 - **Col. Thomas C. Devin's detachment** (use **1–2** **dismounted cavalry regiments** named “1st U.S. Cavalry (Det.)” and “6th New York Cav (Det.)”)
 - **Horse Artillery: Battery A & C, 4th U.S. (Tidball)** — treat as **1 horse battery** for play.
- **Infantry Reinforcements:**
 - **Iron Brigade (Meredith):** “**19th Indiana**,” “**24th Michigan**,” “**2nd Wisconsin**” (3 regiments for training; you can add “7th Wisconsin” later).
 - **Cutler's Brigade (partial):** “**56th Pennsylvania**,” “**76th New York**.”
 - **Battery B, 2nd U.S. (Hall)** — 1 foot battery.

Confederate (Army of Northern Virginia)

- **Vanguard (on table start):**
 - **Archer's Brigade (Heth's Division):** “**13th Alabama**,” “**5th Alabama Battalion (skirmishers)**” (treat as one regt for ease), “**1st Tennessee**.”
 - **Pegram's Artillery (section)** — 1 battery (rifled or smoothbore; your choice).
- **Follow-up:**

- **Davis's Brigade (elements): "2nd Mississippi," "42nd Mississippi."**
- (Optional later add: **"55th North Carolina."**)

*You'll tune formations, Quality, and traits later; for now, think "Trained" infantry, one **Veteran** standout per side (e.g., 24th MI; 2nd MS), and sensible artillery.*

4) Deployment & Arrivals

Start (Turn 1)

- **Union:**
 - **Devin's Cav (dismounted)** deploy **south of the pike**, anywhere **within 12"** of **Herbst Woods** edge.
 - **Tidball's Horse Battery** deploys **on or just behind McPherson's Ridge**, **north of the pike**, LoS to the road.
- **Confederate:**
 - **Archer's lead regiment** starts **on road** within **6"** of **west edge**, facing east; his second regiment within **6"** behind/adjacent; battery on/near the road within **9"** of west edge.

Reinforcement Schedule

- **Turn 2 (Union): Iron Brigade (2 regiments)** enters on the **north road (from town)**, within **6"** of the **NE corner**. **Hall's Battery** follows on the road (limbered).
- **Turn 3 (Confederate): Davis's Brigade (2 regiments)** enters along/near the **pike from the west edge** (choose either side of road, but within **12"** of it).
- **Turn 4 (Union): Cutler's two regiments** enter along the **north road** (within **9"** of NE corner).
- **Turn 5 (Optional, Confederate):** Add **55th North Carolina** (Davis) on the **west edge** if the Confederates are down by **2+ VP** (see Balancing Levers).

Deployment Restrictions

- **Artillery** must enter **limbered** unless specifically stated otherwise (Hall's Battery may unlimber if it forgoes moving its full distance on arrival).
 - Infantry must **enter in Column** on roads; they may **Reform** (½ move) after entry.
 - **Skirmishers** (cavalry or designated infantry) may start **Skirmish**.
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5) Objectives & Victory

Score at End of Each Turn (positional control):

- **Chambersburg Pike Crest (Primary): 2 VP** to the side that **controls** the **crest fence line** (have an **unshaken** unit within **3"** of the crest fence and no enemy within **3"** of the same fence segment).
- **Herbst Woods Edge (Secondary): 1 VP** for controlling the **eastern edge** of the woods (same 3" rule).
- **Railroad Cut (Secondary): 1 VP** for controlling the cut (unit inside the feature; enemy not inside).

Endgame: Highest VP when the game ends. **Tie-breaker: Casualty Differential** (fewer stands/guns eliminated).

GM pacing notes:

- Early turns: encourage **Defensive Fire** demonstrations as Archer's men push the ridge.
 - Midgame: show **fence assaults** (attacker –1 in first round of Melee; defender Hard cover to fire).
 - Late arrivals: teach **maneuver to a flank**—Davis toward the Railroad Cut, Iron Brigade to the crest.
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6) Scenario Highlights (teaching beats)

- **Beat 1: Skirmish Screen (Turn 1):** Dismounted cavalry trade **Effective/Close** shots with Archer's lead regiment; explain **Skirmish –1 firepower** and **split fire (optional)**.
 - **Beat 2: Canister at SC (Turn 2):** As Confederates near the crest, **Tidball** demonstrates **Defensive Fire** with **Canister**.
 - **Beat 3: Fence Assault (Turn 3–4):** Confederates try a **charge across the fence** at the crest or Union counterattacks; resolve **Charge Resolution** (obstacle penalty; losses from Defensive Fire).
 - **Beat 4: The Cut (Turn 4+):** Davis pushes on the **Railroad Cut**; it's **Hard cover** but **Difficult** to cross—great to demo cover vs. mobility tradeoffs.
 - **Beat 5: Rally & Reorg:** After significant losses, demonstrate **Reorganization Checks**, **Shaken**, and **Rally** in **End Phase**. Tie results to **Fatigue thresholds** on the unit cards.
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7) Special Scenario Rules (lightweight)

1. **Buford's Stand (Union nudge):** Once before Turn 3, the Union may treat **one Rally** from **Shaken** within **6"** of Tidball's battery as **+1** (staff presence).
2. **Heth's Pressure (Confederate nudge):** On the **first successful Confederate charge** across a **fence** at the crest, add **+1** to that **Charge Resolution** (one time only).
3. **McPherson Barn Anchor:** A Union infantry regiment in **contact** with the **barn yard fence** treats **Fail by 1** on **Reorganization** as **Success but Shaken** (once per game per regiment).

[Optional Rule] Progressive Control (Primary Only)

Starting **Turn 4**, the side that controls the **crest fence** scores an **extra ½ VP per turn**. Use if players are hesitant to commit.

[Optional Rule] Hidden Deployment Lite

If you want a dash of fog for experienced groups: let **Archer's second regiment** and **Davis's lead regiment** enter under **Blinds** (Ch. 12.2), auto-revealed at **12"**.

8) Balancing Levers (choose one if needed)

- **Newer Player Aid (Union):** Allow **Hall's Battery** to **enter unlimbered** on Turn 2 (but it cannot move that turn).
- **Newer Player Aid (Confederate):** Give **Archer** a temporary **+1 to one Defensive Fire or Charge Resolution** once before Turn 3 (representing coordinated push).
- **Score Swing:** Make **Railroad Cut** worth **2 VP** (instead of 1) if the Confederates are teaching.

How to read these stats (matches your rules)

- **Stands:** number of bases on table (infantry 4–6; cav dismounted 3–4; guns are individual sections).
 - **Quality** (affects Rally/Recovery): Green / Regular / Veteran / Elite.
 - **Morale:** target on 2d6 to pass ($\leq$ target succeeds). Rally tests use Morale $\pm$ situational mods.
 - **Firepower:** dice (or hits) at range bands; apply your formation mods (Column $\frac{1}{4}$ FP, Double Column $\frac{1}{2}$, Skirmish -1 FP, Super-Close band enabled).
 - **Melee:** dice (or modifier) in hand-to-hand.
 - **Drill:** formations allowed per your list (Line, Column, Skirmish, Square, Echelon, Double Column).
 - **Move** (inches): base move; cav mounted/dismounted noted. Pivot costs per your rule (1" pivot = 1" move); reform = $\frac{1}{2}$ move.
 - **Special:** flavorful rules keyed to your mechanics (re-rolls, one-off buffs, fatigue edges, etc.).
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Union Army of the Potomac

Cmd

- **MG John Buford (Div Cmdr)** — **Command +2**, 12" radius; **Cavalry Screen** (once per turn, 1 cav unit in command may Cancel 1 enemy Charge declaration against it on a 7+).
- **MG John Reynolds (Wing / I Corps)** — **Command +2**, 12"; **Quickstep** (1 arriving I Corps brigade may move immediately up to $\frac{1}{2}$ move when it hits the table).

- **BG John Wadsworth (Div) — Command +1, 10"; Steady the Line** (one visible regiment within 6" gets +1 Morale once per turn).

Buford's 1st Cavalry Division

1st Brigade (Col William Gamble) — Veteran

- **8th Illinois Cavalry (dismounted) —** Stands 4; **Quality Veteran**; Morale 7; **Carbine (Sharps/Smith mix)**; FP: **SC 3 / C 2 / E 1 / L 0**; Melee 1; Drill: Line, Skirmish; **Move 8" dismounted** (Mounted 12" if remounted off-road); **Special: Skirmish Masters** (+1 to Take Cover tests).
- **12th Illinois Cavalry (dismounted) —** 3; Regular; Morale 8; Carbine; FP **3/2/1/0**; Melee 1; Line, Skirmish; Move 8"; **Screeners** (first time fired on each turn: -1 hit vs. them).
- **3rd Indiana Cavalry (dismounted) —** 3; Veteran; Morale 7; Carbine; FP **3/2/1/0**; Melee 1; Line, Skirmish; Move 8"; **Stubborn** (first Retreat this game converts to 1" Fall Back).
- **3rd West Virginia Cavalry (dismounted) —** 3; Regular; Morale 8; Carbine; FP **3/2/1/0**; Melee 1; Line, Skirmish; Move 8".

2nd Brigade (Col Thomas Devin) — Veteran

- **6th New York Cavalry (dismounted) —** 3; Regular; Morale 8; Carbine; FP **3/2/1/0**; Melee 1; Line, Skirmish; Move 8"; **Forward Patrols** (may begin up to 6" ahead of the cavalry line).
- **9th New York Cavalry (dismounted) —** 3; Regular; Morale 8; Carbine; FP **3/2/1/0**; Melee 1; Line, Skirmish; Move 8".
- **17th Pennsylvania Cavalry (dismounted) —** 3; Regular; Morale 8; Carbine; FP **3/2/1/0**; Melee 1; Line, Skirmish; Move 8".

Horse Artillery (Capt John Calef)

- **Battery A, 2nd U.S. (Horse) —** 3 gun sections (3" Ordnance Rifles); **Veteran**; Morale 7; **Rifled Artillery** FP: **SC 3 / C 3 / E 2 / L 1** per section; **Canister** at SC: add +2 FP; **Move 10" limbered / 0" unlimbered**; **Special: Galloper** (may limber after firing on a 7+, once/turn).

Optional Union battery on late turn (historical relief): **Horse Battery (Tidball) 2 sections** enters on road if you want a touch more Union staying power.

I Corps – Wadsworth's Division (Arrivals)

Cutler's Brigade (Col Lysander Cutler) — Regular (arrives by road)

- **56th Pennsylvania** — 5; Regular; Morale 8; Rifle-Musket; FP **SC 4 / C 3 / E 2 / L 1**; Melee 2; Drill: Line, Column, Skirmish, Double Column; Move 6"; **Steady Volley** (+1 FP at Effective if stationary).
- **76th New York** — 5; Regular; Morale 8; Rifle-Musket; FP **4/3/2/1**; Melee 2; Move 6".
- **95th New York** — 5; Regular; Morale 8; Rifle-Musket; FP **4/3/2/1**; Melee 2.
- **147th New York** — 5; Regular; Morale 8; Rifle-Musket; FP **4/3/2/1**; Melee 2; **Hold the Cut** (first failed Morale each game may be re-rolled if within 6" of a road/rail embankment).
- **84th New York (14th Brooklyn)** — 5; **Veteran**; Morale 7; Rifle-Musket; FP **4/3/2/1**; Melee 3; **Elan** (+1 on the first Melee each game).

Iron Brigade (BG Solomon Meredith) — Veteran/Elite (arrives after Cutler or on Turn 2)

- **2nd Wisconsin** — 6; Elite; Morale 6; Rifle-Musket; FP **5/4/3/1**; Melee 3; **Hard as Nails** (ignore first 1 Fatigue marker when testing).
- **6th Wisconsin** — 6; Veteran; Morale 7; FP **5/4/3/1**; Melee 3.
- **7th Wisconsin** — 6; Veteran; Morale 7; FP **5/4/3/1**; Melee 3.
- **19th Indiana** — 6; Veteran; Morale 7; FP **5/4/3/1**; Melee 3.
- **24th Michigan** — 6; Veteran; Morale 7; FP **5/4/3/1**; Melee 3.
- **Iron Brigade Special: Black Hats** (+1 to Rally if within 6" of another Iron Brigade regiment).

I Corps Artillery (supports Wadsworth)

- **2nd Maine Battery (Hall)** — 2 sections, 12-pdr Napoleons (Smoothbore); Regular; Morale 8; **Artillery FP: SC 4 (Canister +3) / C 3 / E 1 / L 0** per section; Move 8" limbered; **Special: Solid Shot** (vs. massed targets in Column/Double Column: +1 FP at Close/Effective).
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Confederate Army of Northern Virginia

Cmd

- **MG Henry Heth (Div Cmdr)** — **Command +1**, 10"; **Impetuous** (first Charge declared each turn by a Heth brigade gets +1" to charge distance).
- **BG James J. Archer (Bde)** — **Command +1**, 8".
- **BG Joseph R. Davis (Bde)** — **Command +0**, 8".

Heth's Division (Morning Attackers)

Archer's Brigade — Veteran

- **1st Tennessee** — 5; Veteran; Morale 7; Rifle-Musket; FP **4/3/2/1**; Melee 3; Drill: Line, Column, Skirmish, Double Column; Move 6"; **Special: Onward** (+1 to first Charge Morale this game).
- **7th Tennessee** — 5; Veteran; Morale 7; FP **4/3/2/1**; Melee 3.
- **14th Tennessee** — 5; Veteran; Morale 7; FP **4/3/2/1**; Melee 3.
- **13th Alabama** — 5; Regular; Morale 8; FP **4/3/2/1**; Melee 2.
- **5th Alabama Battalion (Skirmishers)** — 3 (small); Veteran; Morale 7; Rifle-Musket; FP **SC 3 / C 2 / E 1 / L 0**; Melee 1; **Light Infantry** (free Skirmish; -1 to be hit in cover).

Davis's Brigade — Regular/Veteran mix

- **2nd Mississippi** — 6; Veteran; Morale 7; Rifle-Musket; FP **5/4/3/1**; Melee 3; **Press the Cut** (+1 FP at Super-Close once per game).
- **11th Mississippi** — 6; Veteran; Morale 7; FP **5/4/3/1**; Melee 3.
- **42nd Mississippi** — 5; Regular; Morale 8; FP **4/3/2/1**; Melee 2.
- **55th North Carolina** — 5; Regular; Morale 8; FP **4/3/2/1**; Melee 2.

Division Artillery (attached)

- **Pegram's Battalion detachment (rifles)** — 2 sections, 10-pdr Parrotts; Regular; Morale 8; FP **SC 3 / C 3 / E 2 / L 1** per section; **Counter-Battery** (+1 FP vs. guns at Effective).
- **McIntosh detachment (Napoleons)** — 1 section, 12-pdr Napoleons; Regular; Morale 8; FP **SC 4 (Canister +3) / C 3 / E 1 / L 0**.

Optional later arrivals if you want to extend play toward late morning:

- **Pettigrew's Brigade (26th, 11th, 47th, 52nd NC)** — heavy hitting, mostly **Veteran**; give core regiments **6 stands, Morale 7**, FP **5/4/3/1**, Melee 3; one regiment **Elite** (26th NC) Morale 6.
- **Brockenbrough's Brigade** — lighter: **4–5 stands, Regular**, Morale 8, FP **4/3/2/1**, Melee 2.

Weapon & Range Reference (use your global tables; included here for convenience)

- **Rifle-Musket (Springfield/Enfield)**: Super-Close (SC) 0–3", Close 3–8", Effective 8–16", Long 16–24".
- **Carbine**: SC 0–3", Close 3–6", Effective 6–10", Long 10–14" (–1 FP).
- **12-pdr Napoleon**: Canister at **SC** (+3 FP); solid at **Close/Effective**; negligible at Long.
- **3" Ordnance / 10-pdr Parrott**: better **Effective/Long**; canister available **SC** (+2 FP).

(Apply your formation modifiers: **Column ¼ FP**, **Double Column ½ FP**, **Skirmish -1 FP**; **super-close** band enabled for infantry and canister.)

Scenario setup helpers (plug-and-play)

- **Union Fatigue Caps:** Cavalry regts cap at **2** per stand; Iron Brigade **3** per stand; others **2** per stand.
- **Confederate Fatigue Caps:** Veteran **2** per stand; Regular **2** per stand (Pettigrew, if used: **3** per stand on 26th NC only).
- **Charge Framework:** Cavalry **cannot** charge in Rough; mounted cav may only charge infantry in Open and only if target is Shaken or in Skirmish.
- **Balance knobs:**
 - If Rebs steamroll: delay Iron Brigade by 1 turn **and** add 1 CS rifle section; or drop 14th TN to Regular.
 - If Union holds too easily: reduce Calef to **2 sections** or make 24th MI **Regular** (Morale 8).
 - For tighter game: victory by holding **McPherson Ridge** line at Turn 8; tie if contested.

