"The Devil's to Pay!" – Vassal Module (r3)
Tactical Game -- Initial Setup and Order of Appearance

[Credits & Introduction] *The Devil's to Pay!* depicts an alternate history scenario for the Gettysburg campaign. The original (hard-copy) game is an expansion for *Summer Storm.* Both were designed by Rick Barber and published by Clash of Arms games. This Vassal module is a revision of an earlier version posted with the permission of Ed Wimble of Clash of Arms and of Rick Barber.   The module itself owes a debt to D. L. Jones, who created an ADC2 module for *Summer Storm*. An ADC2 module for **D2P** was created by myself in 2015 by adapting Jones' map component and unit images; it was posted on (http://hkl.hpssims.com/), the HKL website. Later a Vassal module (rev 1) was made by importing that ADC2 module into Vassal; that version was posted on BGG (address = https://boardgamegeek.com/boardgameexpansion/12051/devils-pay/files). A second version was posted on the https://www.vassalengine.org site in 2016, the result of more extensive map and unit error checking. The present version (rev 3) is a revision of that first module; the primary change is in the substitution of the old ADC2 Tactical map image with a scan of the original paper map (that scan provided by Rick Barber, the game designer.)

This module is constructed from the point of view of the 1.52 version rules of the Summer Storm system. Cavalry rules assumed are those of that rule set with the Summer Storm Cavalry field variation thereof. A slight extrapolation of those rules is made in that additional Cavalry Brigade Leader pieces were constructed for all Cavalry Brigades which were missing such leaders in the original hardcopy game.

A final point is that this module is mainly constructed with a view to solitaire, or at least "open" play. Additional modifications beyond my knowledge of Vassal may be needed to incorporate 'fog of war' (i.e., for the use of hidden operational map units).

Lee Trowbridge, March 2020

[Mini-Op Map]

In the Tactical game there is no off-(tactical) map combat action, but there is considerable positioning and re-positioning of units, with a major influence on end-of-game victory determination. In this Vassal module, a Mini-Operational-Map ("Mini-Op-Map", not part of the original hardcopy game) is provided to aid in keeping track of off-map unit deployment and transit status.

Off-map movement in the Tactical game is conducted by passing a series of "arrival rolls", with (typically) two successful rolls being required to move from one significant location to another. The Mini-Op-Map consists of several interconnected areas. Movement from one area to another on the Mini-Op-Map requires passage of one *Normal* Arrival Roll (defined below). Operational-Map units (deriving from the Op-map units developed by D. L. Jones in his Summer Storm module), along with copies of HQ units are initially placed on the Mini-Op-Map to designate the current positions and movement progress of off-map units.

There is no off-map combat in the Tactical Game. Each side has its own spaces and cannot move into its opponent's spaces (for example there are two Conewego Hills spaces – the off-map west flank -- one for CSA units assigned to that flank and another for the USA units. Off-map combat is highly abstracted in the Tactical Game in that the *presence* of forces off map in certain locations will give victory level advantages at the end of the game (and during the game in the case of occupation of Harrisburg.)

Units that are regular reinforcements to the Tac Map initially have their corresponding Operational Map units located in holding boxes to the left (USA) or right (CSA) of the Mini-Op-Map. The order of arrival at each road at the Tac-Map edge are to have been predesignated at the beginning of the game. This can be done using the stacking order of the units within their Corps or multi-Corps road-column.

Some reinforcement groups can be designated to one off-map flank or another, rather can arriving at the Tac Map as regular reinforcements. If designated for the flanks, place the Op-Units in the appropriate space on the Mini-Op-Map.

Units that move from one location to another (generally but not always due to being recalled from a flank position to the Tac Map) do so by rolling each turn for a Normal Arrival roll which, if passed, allows the group to move one space on the Mini-Op-Map.

Larger variant units (i.e. **Naglee's** and **Ransom's** divisions) are located in other holding boxes to be deployed should they be purchased; if they are, they should be moved to their starting positions.

Initial Placement on Mini-Op-Map:
   <> East Flank (*Conewego Hills*) – CS: Stuart 1st Cav Div;
                                      US: Gregg & Kilpatrick's 2nd & 3rd Cav Div
   <> West Flank (*Mt Holly Gap*)   – CS: Hampton's 2nd Cav Div;   US: IIIC
   <> *East Bank of Susquehanna* (*Harrisburg*): CS: Johnson, Rodes, Jenkins'Cav Bde
                                      US: Couch, Dept of Susquehanna HQ; Crawford's 3rd Div/VC
   <> *West Bank of Susquehanna* – CS: Early
   <> *Carlisle* – CS: Pickett; (also Variant unit, if purchased: **Ransom**).

Variable Deployment -- These units have a choice of initial deployment. Off-Tactical-Map commitments here, if maintained to the end of the game, will in most cases gain Victory Level Shifts.
   <> **Buford** - deploy on the Tac Map (see below) *or* in the first transit space going to *Mt Holly Gap*
   <> **US IIC** may be placed in *Mt Holly Gap,* be ordered there later, or arrive as a regular reinforcement.
   <> Any or all of **VC(-), VIC, XIIC** *may* be placed in **Conewego Hills** or arrive as a reinforcement.
   <> CS: IIC Arty Res; Ewell IIC HQ -- **East** <u>or</u> **West Bank of Susquehanna**
   <> **McLaws** and/or **Hood** *may* be placed at *Mt Holly Gap* or arrive as regular reinforcements

[Tactical Map – Initial Deployment]

<> *A.P. Hill (IIIC)*, *Heth's* and *Pender's* Divisions
        > Deploy on the Tactical map on or right of the xx46 column (marked by CSA flag markers.)
        > They may start the scenario under any Orders desired.
        > Breastwork markers equal to the number (21) of Heth & Pender's Inf pieces may be placed on
          the Tac Map at a cost of 2 x DMF to each division; alternatively, *half* that many Breastworks
          may be placed at a cost of 1 x DMF to each division. Breastworks need *not* be occupied.
        > *These Tac-Map units and the maximum number of Entrenchment markers have been placed on
           the Tac Map for deployment. Remove Entrenchment markers not used.*

<> **USA: Buford's 1st Cavalry Division** (1/Cav) starts the scenario
        > On the Tactical map, south (left) of the CSA and out of any Confederate ZOI), **or**
        > Off map in the first transit box heading toward *Mt Holly Gap* (Mini-Op/Map).
        > *Buford's Tac Map units are placed near the left edge of the map; if **Buford** is instead directed to
           Mt Holly Gap, set them aside or return them to their "Tray" (see [Tray] tab at top of screen)*

[Regular Reinforcement Arrival Rules]

<> Each side gets a number of standard reinforcement groups (most are US Corps or CS Divisions).
<> Before the start of the game, for each group, select the arrival location from among its choices.
<> If a reinforcement group consists of more than one division, designate the road column order.
<> If it happens that more than one reinforcement group will use the same road, designate the march order.
<> When the earliest possible entry turn arrives for a reinforcement group, the lead division must take a ***Special Arrival Roll.*** If it fails no further action is taken that turn; it will re-roll next turn. If it passes, that division moves onto the map (Division Activity Die Roll, movement in road column etc.). The next trailing division then takes a ***Normal Arrival Roll***; if passed, the trailing division follows the lead division in road column, entering the map if room permits. Any following division likewise takes a ***Normal Arrival Roll*** as soon as the division in front of it has successfully done so, etc.

<> ***Special Arrival Roll***   **{2d10 + [hour] + Div CR +1(Army Ldr)} ≥ arrival #.**
<> ***Normal Arrival Roll***   **{2d10 + Div CR +1(Army Ldr) ≥ 10}**
        > *Note 1: Command DRMs apply if a requisite leader is in the column.*
        > *Note 2: Normal Arrival Rolls are used for many other variations of off-map movement.*
<> Standard reinforcements are listed below.
  > Arrival location format: *Location* [hex coordinates] **(**Arrival number [earliest possible arrival]**)**

[Confederate Standard Reinforcements]
- ◇ *Harrisburg Rd* [2900 or 3400] (20 [7:00])
  - (a) **Anderson's Div/IIIC**
  - (b) **IIIC Arty Res**
  - (c) **Gen. Lee** -- 8:00 alone (+2DRM to Special Arrival Roll) *or* if Anderson or IIIC Arty Res haven't entered yet, Lee can attach to either for arrival and movement (+1DRM to arrival roll)
- ◇ *Carlisle Road* [0907/0910] (22 [8:00]), or *Locust Point Road* [1000](23 [8:00])
  - (d) **Hood/IC Div**   (alternatively, can be placed in *Mt Holly Gap* for a VL shift)
  - (e) **McLaws/IC Div**   (alternatively, can be placed in *Mt Holly Gap* for a VL shift)
  - (f) **IC Arty Res**
- ◇ **Longstreet** is not mentioned in the rules; assume that he arrives with any of (d) (e) or (f)
- ◇ **Pickett** moves from *Carlisle* to *Mt Holly Gap* on the mini-op-map, first attempting to move at 0800.
- ◇ **Ransom** (variant - if purchased) does the same as Pickett, first attempting to move at 1000.
  - *Pickett* and *Ransom's Division make one **Normal Arrival Roll** each turn; passing allows 1 space movement; 16+ allows two space advance, but costs -1xDMF. {this is a 'house ruling' thought to be in the spirit of the rules, which are silent on when and how Pickett arrives in the Tac Game.}*

[Federal Standard Reinforcements]. **E**ach reinforcement group can be designated to any of the locations listed for that group below.
- ◇ **IC, XIC** (left set) // **IIC, Arty Res.** (right set)
  - > *Union Church Rd*   (20[5:30] // 24[9:00])
  - > *Clear Springs Rd*   (19[4:00] // 22[7:00])
  - > *Baltimore Road*   (20[5:30] // 22[8:00])
- ◇ **Meade** arrives with **IIC** or **Arty Res** or alternatively arrives alone (same times/choice of locations), with +2DRM to his Special Arrival Roll.
- ◇ **VC(-), VIC, XIIC**
  - > *Baltimore Road*   (22 [8:00])
  - > *Dover Road*   (22 [8:00])
  - > *Old Dover Road*   (23 [8:00])
  - > *Old York Rd**   (25 [10:00])
  - > *Fisher's Run**   (26 [12:00])
  - > *Mt Pleasant**   (27 [1:00]
  - > *Siddonsburg**   (28 [2:00]
- * *if arriving on these roads, the US must tell the CS player one turn **before** he starts rolling for arrival.*

[Provisional Reinforcements] – Units which may be recalled to Tac Map (forgoing a Victory Level Shift)
- **CSA:**
  - ◇ **Hampton's 2nd Cav Div (Jones & Robertson, Beckham-C,-D)**
  - ◇ **McLaws** and/or **Hood**, if initially sent to *Mt Holly Gap*
  - ◇ **Pickett (2/IC)** (on the turn of his arrival at *Mt Holly Gap*)
  - ◇ **Ransom (4/IC,** Variant) – (on the turn of his arrival at *Mt Holly Gap*)
  - ◇ Any **Infantry Div of CSA IIC**, so long as at least one Div is left on West Shore at all times.
    - > House rule: Assume that one Bn of the IIC Arty Reserve may accompany each IIC Div.
- **USA:**
  - ◇ **IIC** - after 0800, if originally placed in *Mt Holy Gap* or on arrival at the *Gap* if sent later.
  - ◇ **IIIC** - from *Mt Holly Gap*
  - ◇ **Buford's 1ˢᵗ Cav Div** (if at *Mt Holly Gap*)

No unit of either side committed to the East flank (Conewego Hills) can be recalled.

Provisional Unit Recall Process:
- ◇ Recall orders can be issued by **Meade** and **Lee** once they are on the Tac Map;
  - **Reynolds** as Wing Commander may recall **IIIC** and **Buford**, only.
- ◇ Turn "N" - Army Leader spends 1 ACP to send a recall order to a given formation
- ◇ Turns N+1 and N+2: Two Normal Arrival Rolls must be passed to reach the Tac Map edge.
- ◇ Turn N+3: Pass a Normal Arrival Roll to enter Tac/Map.
  - *This "Turn N" dialog is for illustration only – actual number of turns consumed may be more or less depending on success of Arrival rolls.*
- ◇ "Hurry-up" orders can be issued each turn: +2 DRM per ACP spent to 'hurry up' Arrival Rolls,

> If the arrival roll is passed with a hurry up order each division affected incurs -1 DMF.
> A roll of 16+ counts as 2 Arrival Rolls passed, but costs the affected divisions -2 DMF.

Other Mini-Op-Map movement:
<>Other mini-op-map moves may occur besides those associated with "recall to Tac Map",
<> Each movement of a one space on the mini-op map requires a passed Normal Arrival Roll.
<> Crossing the Susquehanna costs a CSA IIC Division *two* passed Normal Arrival Rolls. This is
not a "recall" process; no ACPs are needed to decide to have a division cross the river.

[Off-Tac-Map Commitments]

The reason for *not* sending all possible forces to the Tac Map is that units committed to the East and West flanks (off the Tac Map) can earn Victory Level Shifts for their owners at the end of the game. Further, (for Confederates) units occupying Harrisburg generate captured supply wagons (worth VPs).

Only units that are not recalled to the Tac Map can score VL shifts. The USA has a possibility of 9 shifts; the CSA a max of 8. (Unfair? recall that the CSA gets points for looting Camp Curtain at Harrisburg.)

(1) East flank off-map commitments yield …
   1 VL shift per **CSA IIC Inf Div** on the *West Bank of Susquehanna,* (including one division required
      to be there - in effect giving an automatic shift to the CSA.)   max 3 shifts
   2 VL shifts per USA Corps: **VC(-), VIC, XIIC**.   max 6 shifts
(2) West flank off-map commitments yield **1 VL shift** for each of
   CSA: **Hampton's Cav Div; Hood; McLaws; Pickett; Ransom**;   max 5 shifts
   USA: **IIIC, IIC, Buford's Cav Div**.   max 3 shifts

Special rules for off map commitments:
<> Unless otherwise specified, once a unit is committed (either heading toward Tac Map or sent to
      a flank) that decision can't be reversed.
   > **Buford** can be sent initially or later from the Tac Map to the West (*Mt Holly Gap*); he can later be
      recalled; to leave the tac map he must have normal morale; to count for the VL shift, he must be
      (and remain) at *Mt Holly Gap* by 5 pm.
   > **US IIC** can initially be designated to enter the Tac Map or be placed at *Mt Holly Gap*. If initially
      designated to enter the Tac Map, before it actually enters it may be ordered to **Mt Holly Gap**, in
      which case it must pass two Normal Arrival Rolls to get there.
   > **Pickett** (and **Ransom** if 'purchased') first move from *Carlisle* to *Mt Holly Gap*. Once there they can
      be called to the Tac Map. If not recalled, they get their VL shifts at the end of the game.
   > **Hood** and **McLaws**, if originally sent to *Mt Holly Gap* can be recalled
   > **CS IIC** divisions – At the end of the game, divisions on the *West Bank* gain VL shifts; Divisions
      either *recalled* to the Tac Map or *still* **crossing** the river or on the *East Bank* do not.

*Forced East flank Cav commitments are not mentioned in the rules {**Stuart, Kilpatrick, Gregg**}. Assume they cancel each others' effect. Assume also that **Jenkins** must remain off-map east as a rear guard, but does not contribute to VL shifts. Unavailable units (**Imboden, DH Hill's IVC, Buckner (CSA); French, Merritt (USA)**) are committed far from this area and do not affect Victory Levels or Points.*

[Allowed variant units] Available for "purchase" at the VP cost shown; AMI = Army Morale Index boost.

<> **CSA: Corse's** and **Jenkins'** Brigades (2/I) + **Dearing-c** - arrive with **Pickett** **[AMI +6; VP cost 19]**

<> **CSA: Ransom's** Division (4/I) - **[AMI +10; VP cost 31]** Starts in the *Carlisle* space; moves toward
   Mt Holly Gap two hours after Pickett departs *Carlisle*.

<> **USA: Naglee's** Division **(Ng/XXII)** -- **[AMI +12; VP cost 37].** If purchased, at the start of the
   game designate it to be attached to any arriving Union Corps.

[Army Morale Index]

The total Army Morale Index for each side is logged on large arrays at the far right, a green marker for the current index value. A red marker is initially set at "zero" for use in marking Army Morale points as they

are accumulated. For the Union, the only units actually deployed on the Tactical Map are Buford's cavalry. Buford actually has the option of deploying off-map. If he does so, set the US initial total AMI to Zero.

Remember to add the appropriate number of AM index points the total as units arrive onto the Tac-Map. Recall that the AM index increment for arriving units is 1 per combat unit, 1 per division or US Corps Commander, and 2 per CS Corps Commander and none for Wing or Army commanders.

[Later Conditions]

◇ Until the arrival of **Gen. Lee** on the field, **Gen. Hill,** and afterwards **Gen. Longstreet,** may act as the Army Commander, in the sense that they may spend CCPs as ACPs on the game turn Initiative Roll.

◇ **General Meade** may not roll for and spend ACPs until he actually arrives on the Tactical Map; **Reynolds** is the Overall Commander on the Tactical map until **Meade** actually arrives there. **Reynolds** can issue recall orders to the **IIIC** and **Buford**, only. The automatic reduction to **Meade's** rolled ACPs (-2) due to **Reynolds** being a Wing Commander is in effect once **Meade** Arrives.

[Supply Wagon VPs] *(see D2P Rules 4.14)*
"At the end of every full daylight turn in which ... no Division was attempting to cross the River the Confederate player rolls ... ld10 for each Division still on the east shore. Divide by 3 to see how many wagons are generated; each such looted wagon is worth 5 VP (per errata)." Captured wagon markers are provided in a "Tray" – place them in the "West Bank" location to keep track.

[Minor Interpretations, not covered in the rules]:
◇ Are **Pendleton, Alexander, & Trimble, Jackson** (alt) available? Assume "yes" if conditions permit.
◇ Where does **Hunt** arrive? - Assume "with **Meade**".
◇ **Stannard**-D and –E arrive with the rest of **Stannard** (3/IC)? - Assume "with 3/I", at no cost.
◇ **Lockwood** –A, B, C (**XIIC**) – Assume "with **XIIC**"
◇ **Taft-A** (heavy arty from DC): Available as a variant? - Assume "with **Taft**", no cost.

[Unavailable Units]
◇ **Imboden's** Cavalry Brigade + **Beckham-F** (4-6 Arty) is tied up maintaining the LOC down the Valley
◇ **Buckner** – per designer, not intended to be available in the game
◇ **D. H. Hill** IVC – per designer, not intended to be available in the game
◇ **US: French's Division (Fr/VIII)** - screening the passes to the west; unavailable.
◇ **US: Merrit's Reserve Cavalry Brigade (R/Cav)** - screening the passes to the west; unavailable.