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HauptKampfLinie { <http://hkl.hpssims.com/> } posts available ADC2 gamesets (modules), one of which is for *Summer Storm*, the 1998 Gettysburg game designed by Rick Barber (located in the **Clash of Arms** page {<http://hkl.hpssims.com/COA/coa.html>}). That particular ADC2 module was constructed by David L. Jones and is a very nice piece of work. A year or two after publication of *Summer Storm*, **Clash of Arms** also published Rick Barber's *Devil's to Pay* (D2P), an extension to *Summer Storm*. *Devil's to Pay* is an alternate history scenario, postulating that R. E. Lee was delayed in being informed of the concentration and rapid approach of the Army of the Potomac and began his own concentration a day or so later and farther north than in the historical event. The two armies clash near Dillsburg, PA in what would be a much more concentrated, one-day battle. *Devil's to Pay* uses the same units and game system as *Summer Storm* (SS) but has its own map, special scenario rules, etc.

This memo describes a Vassal module for *Devil's to Pay* that I developed off and on between 2013 and 2015 for ADC2. That was a direct adaptation from Mr. Jones' module – the unit and terrain component images are the same as he used (with some additions) although the maps, of course, are different. That original ADC2 module is posted on the HKL website at the CoA link.

I realize that ADC2 is little-used these days, being supplanted by Vassal and similar programs. Vassal, as it happens, can import ADC2 modules with remarkable fidelity. I therefore imported the ADC2 version into Vassal. The first version was the direct result of that import process with only some minimal tweaking. It was posted on BGG in Nov 2015. The present Vassal module incorporates a map and unit corrections noticed since then.

Two scenarios are presented for *Devil's to Pay*, one for the Operational Game (Op-Game), and another for the Tactical Game (Tac-Game).

Specific Characteristics of the Vassal Module

D2P Map -- The “table” size in the D2P module was reduced from that required for the multi-map *Summer Storm* module. The Module Map has the following areas:

1. *Devil's to Pay* Tactical map. This is a reasonable (but not photographic) facsimile image of the D2P Tac-Map. Terrain image components (slopes, towns, woods, etc.) are from Jones' *Summer Storm* module, but of course the assembly into the D2P Tactical map is new.

2. *Devil's to Pay* Op-Game map. The original game's Op-Maps consist of two point-to-point maps which overlap but do not completely coincide: there are areas in which only the CSA can move and others in which only the Union can move plus common areas allowed to both sides. In this game module, only a single Op-map is presented. From a connectivity standpoint it matches the two hardcopy operational maps. Locations on the Op-Map are color-coded as to whether both sides (white), the CSA only (gray) or the USA only (blue) may move in that space, reflecting the restrictions of the two paper Op-Maps from the original game. It is in essence set up for solo or at least not “double blind” play, although the hidden unit features of Vassal likely could be used to accomplish the latter play mode.

3. A “*Mini-Op-Map*” was created for use with the Tactical game. This is not an item in the original game. In the tactical D2P scenario, off-Tactical-map forces move toward the Tactical map (or occasionally elsewhere) by attempting “Arrival Rolls” each turn. For example, to recall a unit from the *Mt Holly Gap* area (southwest of the Tac-map), two arrival rolls must be passed to reach the Tac-map edge, followed by a third to enter the Tac Map. The distance in spaces on this mini-op-map equals the number of arrival rolls that must be passed. This map essentially keeps

track of the location of off-Tac-map forces and, if they are moving to or from the Tac Map, how many arrival rolls they have passed.

4. **Status Tracks** for CPs, morale points, Orders boxes for DACs, storage areas for unused DACs, time and weather tracks are carried over from Mr. Jones' original *Summer Storm* module.

To this are added two "URAC" tracks which are numbered holding areas for DACs in the URAC. To use these tracks, DACs for units with General orders, or which get tossed in as a result of "burned" orders are simply placed one per space on the URAC track. When a random selection from the URAC is called for, there is a "Roll" tab which has an "any-sided-dice" function, allowing one to choose one DAC randomly from the pool. Use of this track allows the player to easily see which and how many DACs are left in the URAC.

Alternatively, there are two "URAC" zones at the left of the tracks. Units put into the designated location within that area form a stack from which a single chit can be randomly drawn. This more closely resembles physical "chit pulling" from a cup.

OOBs and [Trays]: There are two sets of units, one set for use on the Tac-Map and another for use on either the Op-Map (Operational Game) or the Mini-Op Map (Tactical Game). Units not already deployed at the start of the scenario have been partitioned into different Vassal "Trays" generally along organizational lines (this is accessed from the Tray tab). Far fewer units are detached from their parent organizations in *Devil's to Pay* than in the original *Summer Storm*. Brigades and even single units that were separated from their parent organization in *Summer Storm* (to reflect the known historical situational detail) are largely assumed (explicitly in the *Devil's to Pay* rules or by designer ruling in CSW [ConSimWorld] postings) to be with their parent organization.

Published or posted errata in the *Summer Storm* OOB are incorporated into the OOB in this module. A few recent changes or clarifications bear comment:

Buckner's Div & DH Hill's IVC are (per the designer) *not* available as variant units in D2P.

Hampton's CSA 2nd Cav Division HQ should deploy with **Jones** and **Robertson's** Cav Bdes as leader of the 2nd Cav Div (this not precisely stated but is implied several places in the D2P rules).

Unit Mix Modifications -- The published *Devil's to Pay* expansion package was designed to use the game pieces from *Summer Storm* with no need for supplemental pieces. The special rules, however, imply the need for some additional units – something easy enough to achieve in Vassal modules. In addition, the use of updated game system rules (1.52 version, as described and clarified in CSW postings by Rick Barber) likewise implies the need for additional units and markers. Additions and modifications included in the modules are described below.

Op-game combat unit pieces: These were added by Mr. Jones' in his original ADC2 *Summer Storm* module. Each Infantry Division or Cavalry Brigade has a new marker for use on the Op-Game Map. Each such unit has one number that represents its initial number of Inf or Cav *steps* (that is "sides" of the unit counter – thus two steps per each tactical infantry or cavalry *unit*). If the unit has organic artillery, it has a second number (in a black circle) indicating the number of artillery tactical *pieces* in that unit. Separate artillery reserve units have only the black circled number. These factors (Inf/Cav steps and artillery units) figure into Op-game combat, and use of these units makes it easier to remember the combat strengths of units on the Op-Map. Strength reductions can be noted by accessing the pieces "properties" and editing accordingly.

Likewise, duplicate HQ pieces were made for use on the Op-Map. This eliminates the need to transfer pieces between the Op map to the Tac Map as must be done in the hardcopy game.

Supply wagons: If playing using the official *Devil's to Pay* rules, most supply train pieces should not be deployed on the Tac-map. *Captured* supply wagons from Harrisburg figure into the game, however, benefitting the CSA side. A number of "captured wagon" units were therefore created for this purpose, located in their own Tray.

Cavalry: Revisions to the Cavalry Command rules (partly in the 1.52 rules updates, and partly via game designer postings in recent years on CSW) change the original (*Summer Storm* ver. 1.00) Cavalry leadership rules to a simpler but workable scheme. This basically boils down to the principle that each level of the cavalry command structure operates as if it were one level higher than a similar infantry organization. That is, a Cav *Division* functions as an Infantry *Corps*; a Cav *Brigade* functions as an Infantry *Division*. The 1.50 Army Status Sheets from Mitchell Land's website are already set up that way. Accordingly, the following changes were made to the game module counter mix:

- > **Cav Corps CCPs** become obsolete with the 1.52 Cavalry rules.
- > **Cav Div DCPs** were created for the three US and two CS Cav divisions.
- > **2 BACs** were made for each Cavalry Bde and holding spaces were created for them on the map.
- > New leader pieces were made for those Cav Bdes without one. This is a slight extrapolation of the SS 1.52 revised Cav. rules. These new Brigade leaders are (USA): Gamble (3/2), Devin (3/2), Gregg (2/1), McIntosh (2/1); Custer (3/1); Farnsworth (2/1); and (CSA): Hampton (3/2), Chambliss (3/2), F.Lee (3/2). The format just used was: *Leader Name, (Front/Back) command ratings*, which are more or less derived from to the Brigade's combat unit morale, with some subjective tweaks for historical performance. If playing the 1.00 rules or interpreting the Cavalry leadership rules differently, simply use the new Brigade leaders only when a Brigade is detached – or not at all.

(Dept of Susquehanna) – Couch, DoSq . Although almost certainly involved only in the Op-Game, this represents a new command structure only partially present in *Summer Storm*. Units were created for this force where they did not already exist.

- > **A CCP** marker was created for the Dept of the Susquehanna (**DoSq**), which is treated as a Corps rather than an rmy.
- > **A HQ** piece was created for Gen. **Couch (3)**; the replacement side is **C.F.Smith (2)**.
- > **Crawford's** Div (per D2P rules) is detached from VC and assigned to **DoSq**.
- > **Naglee's** Division (a.k.a., XXIIIC) is a variant force that the USA player may purchase; if he does, one possible assignment is to the **DoSq**.
- > A division-sized (actually considerably larger) force of NY & PA militia under **C. F. Smith** is mentioned in the D2P historical commentary, although no such units appear in the official game's order of battle. Op-game units for **Smith's** force, a logical extension of the historical commentary, were also created but since it's highly unlikely this force can ever reach the Tac-Map, no tactical units were created. This force is discussed at the end of this memo. *Note that deployment and use of Smith's force is far outside the D2P "canon" rules, but is essentially a house rule piece of "chrome"*.
- > **DAC** markers and holding boxes were created on the module "tabletop" for **Crawford, Neglee** and **Smith**.

Initial Tac-Map Deployment (Both Scenarios) The initial Tactical Map deployment is described in charts under the **Info** tab. Tactical units initially to be deployed (Heth and Pender's Divisions, A. P. Hill's HQ, and probably Buford's Cavalry Division) are placed in the general area of their deployment on the Tac Map. It is also described separate documents for the Tac-Game and Op-Game.

Notes specific to the Op Game Module: Op Game units -- typically a division and an Op-game copy of the division Leader unit -- are deployed where the rules dictate on the Op Map, or in the

vicinity of their location if it is a variable one. There are color coded markers indicating choices of possible deployment locations. For the specific options available to each force, refer to the Info charts, the separate Op-game Setup and OOA file, or to the scenario rules. As units move from the Op-Map onto the Tactical map, the corresponding Tactical Map units should be taken from their **Trays** and deployed per the Op-Game arrival rules.

Notes specific to the Tac Game Module: Op-Map specific units are located on the *Mini-Op Map*, mostly in reinforcement slots, but some are in the Harrisburg area or in the “left flank” area, “right flank” areas (respectively SW and NE of the tactical map location. Pickett is above and to the right, to arrive in a few hours. Normal Reinforcements must pass special or normal arrival rolls to get onto the Tac Map. The qualifications are detailed in Tac-Game Reinforcement Info Charts (one page for each side), in the separate Tac-Game Setup and OOA file and, of course, in the game rule book. Provisional reinforcements may be voluntarily recalled to the map; in a few cases forces can be sent *off* the map or can be initially sent to the flanks (retaining units *off* the tactical Map gives the owner a victory level benefit).

Many tactical units will not be in play in *Devil's to Pay* for any of several reasons; some are explicitly out of play altogether (Imboden; D.H.Hill's IVC; Buckner; US VIIIIC; Merritt). Others are permanently deployed to protect the off-map flank areas in the official game scenarios (e.g. Stuart, Gregg and Kilpatrick in the Conewego Hills, off the Tac-Map to the NE). Provisional Reinforcements, if still off the Tac Map at the end of the game, grant Victory Level shifts, which are detailed in an Info Chart.

Module files:

- > **Module** – VMOD file -- includes two saved games, startup positions for the Tac and Op Games
- > General description document (this file)
- > Op-Game Startup and Order of Appearance file
- > Tac-Game Startup and Order of Appearance file

Other Topics

Department of the Susquehanna: (*Gilding – or Chroming -- the lily?*)

As mentioned earlier, new Op-game units were created for **Couch's** Dept of the Susquehanna for the Operational Game. In addition, Op-Game units were created for **Gen. C. F. Smith** and the NY/PA Militia Force he led at Harrisburg. To define these units, I referred to the following 50-year-old article from a local area historian:

Robert Grant Crist, “**Confederate Invasion of the West Shore – 1863**”, Lemoyne Trust Co, Lemoyne, PA, 1963.

Special rules are needed for this militia/national guard force. Smith's force consisted of many troops (at least 12,000, and possibly many more), the equivalent of 20 individual Tactical game pieces, or 40 steps on the Op-game Division pieces. This is really too large for a single division sized unit, hence two pieces were constructed. They also had with them the equivalent of at least 4 artillery units. Per the historical article, the quality of the troops would mainly be “green” but *mostly* not “rabble” as there was a leavening of expired term veterans. However the *ad hoc* nature of the organization, C. F. Smith's talents notwithstanding, would likely mean that these units would be unable as yet to conduct effective offensive operations within the time scale of this game. So, for special rules for **Smith's** troops, I propose:

- > **Smith's** Op-Map troops consist of two “(20)-2” Op-game Inf div units (20 Inf steps, 2 Arty)
- > In Op-map combat against a CSA force containing infantry, they contribute their infantry points *only to the defense*, suffering losses only if being attacked.

- > They may advance with an advancing US attacker (e.g. **Neglee** or **Crawford**).
- > Their **artillery** may contribute to any op-map combat, so long as friendly infantry are involved (i.e., from **Crawford** or **Neglee**).

Note: This is completely a "house rule variant", and just a proposal. The idea is that there are a lot of troops in this force, trained to a degree (at least the NY National Guard, which formed the largest contingent), but mostly were green, and the various regiments had not until just a few days earlier been integrated into brigades. They are thus considered unprepared for effective offensive maneuver operations against veteran CSA infantry on the time scale of this scenario. Their main function would be to block the advance of the enemy defensively, or hold ground taken by veteran troops.

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