"The Devil's to Pay!" – Vassal Module (r3)
Operational Game -- 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 (rev 2) 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

[Operational Map]

The Operational Map in this Vassal module is located at the upper right of the "tabletop" image. It is not a scanned copy of the two operational maps found in the hardcopy game. The connectivity of spaces is the same, but instead of two maps, they have been combined into a unified map. Spaces on which both sides can move are designated with a white ring; spaces available only for CSA units have a gray ring; spaces available only for USA units have a blue ring.

Units with fixed Operational Map starting positions are deployed on those spaces; units coming into specific entry roads are deployed adjacent to the Operational Map. Most unit starting positions are variable. Deployment groups and their available starting positions are designated by colored markers, described below. For each such group, the owner should select among the available choices, deploy the units on the positions selected, then delete the colored markers.

The Vassal module contains a number of Op-Map units which are not present in the hard-copy game. These originated from D. L. Jones' *Summer Storm* ADC2 module. Such units are deployed on the Operational Map, representing Infantry Divisions, independent Artillery Brigades/Battalions and Cavalry Brigades. The units contain two numbers, the first representing the number of unit "sides" for Infantry and Cavalry Brigades (two per physical unit, front and back). The second number (in a black circle), is the number of Artillery *pieces* in the unit (artillery units having only one side). Independent Artillery Units (US Arty Reserve and Confederate Corps Reserves) have no first number. Stuart's three 1st Div Cav Bdes have a circled "*" – two of these units will have one artillery unit attached, the third does not). Copies of leader units are also present in the Operational Map unit mix as a reminder of the Command Ratings of the various Divisions and Corps, important for determining movement points available. Generic units are defined to represent detached Bdes (important for CSA IIC). See the rules for Operational Map movement and combat in the *Devil's to Pay* and *Summer Storm* scenario booklets.

[Initial Deployment --Tactical Map]

    <> *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 any Entrenchment markers not used.*

◇ **USA: Buford's 1st Cavalry Division** (1/Cav) starts the scenario
> On the Operational map (see separate section below), **or**
> On the Tactical map, south (left) of the CSA and out of any Confederate ZOI)
> *Buford's <u>Tac-Map</u> units are placed near the left edge of the map; if **Buford** instead starts on the Operational Map, set them aside or return them to their "Tray" (see [Tray] tab at top of screen)*

[Operational Map]
◇ Many units have variable initial deployment positions. Initial deployment choices are identified by use of different colored "disks," identified with each such group below.

Confederate Setup
◇ **CSA IIC & *both sides'* Cav Divisions** may be deployed with brigades detached.

◇ **Anderson's** Div and **III C Arty Res** start in ***Shepherdstown***; they may not move before 5:30 AM.

◇ **Rodes'** and **Johnson's** Divisions, **Gen. Ewell** and **Jenkins'** Cav. Bde – Across the ***Susquehanna*** west (left) of ***Swatara Creek*** (Purple markers). Both the ***Middletown*** and ***Rutherford*** spaces must be occupied.

◇ **CSA II Corps Artillery Reserve** – ***Harrisburg*** or ***Bridgeport*** - black markers.

◇ **At start:** Roll 2d10, apply +1 DRM for each Inf or Cav Bde in ***Harrisburg*** and +2 DRM if **Ewell** or **Lee** are in either ***Harrisburg or Bridgeport***. Divide result by 3 (round to nearest integer); place that many **Captured Supply Wagon** pieces in ***Harrisburg.***

◇ **Early's** Division -- Deploy *on or east* of the **Grey** markers.

◇ **Hood's** and **McLaws'** Divisions – Deploy on any **Green** marker near ***Carlisle***.

◇ **Longstreet** and the **I Corps Artillery Reserve**: deploy in ***Carlisle***.

◇ **Pickett's** Division starts in ***The Long Road South*** space. It must pass a normal Arrival roll to enter ***Carlisle***, and may first roll at 8:00 AM.

◇ **General Lee** starts in the ***Carlisle, Shiremanstown, Bridgeport*** or ***Harrisburg*** spaces. {**Blue** Markers}

◇ **Hampton, 2nd Cav Div HQ, Jones,** and **Robertson's** Cav Bdes (containing **Beckham**-C & D) – on or left of **Light Blue** markers.

◇ **Stuart's 1st Cav Div** (**F. Lee**, **Chambliss**, and **Hampton's Bdes,** the last being led by Hampton's replacement), and **Beckham A, B** -- *on or to the right (east) of* the **Yellow** marked spaces.

[Variable units, available for "purchase" are listed below (incl. Army Morale Index boost and VP cost**.)**

◇ **Corse's** and **Jenkins'** Brigades (of 2/I) + **Dearing-c [AMI+6 / VP cost 19]** – deploy with **Pickett.**

◇ **Ransom's** Division (4/I) **[AMI+10 / VP cost 31].** Starts in the ***Long Road South***; may first attempt entry into ***Carlisle*** 2 hours after **Pickett** enters the town.

Union Setup

◇ **Buford, 1st Cav Div -** starts on or near the Tac Map, either:
> Tactical map (left [south] of CSA line and out of any Confederate ZOI), **or**
> Op Map: **orange**-marked spaces at the bottom.

◇ **Gregg's 2nd Cav** and **Kilpatrick's 3rd Cav** Divisions – **Red** markers, lower right.

◇ **Gen. Reynolds** (Left Wing Cdr), **IC & XIC - Green** marked spaces at lower end of Tac Map

◇ **Sickles III Corps** - Lead Division in one of the **Violet**-marked entry spaces at lower left of the
        Op-Map; the other division is lined up on the road off-map, subject to a Normal Arrival Roll.

◇ **IIC, VC(-), VIC, XIIC, and Artillery Reserve. (VC(-)** is missing its **3ʳᵈ Div).**
  > Pre-designate each group's entry space
  > Road order of each Corps' Divisions should also be pre-designated.
  > Multiple Corps entering via same entry point may not intermix their divisions on the road.
  > Each Division must pass a Normal Arrival Roll to enter the Op/Map.
  > Meade, IIC and the **Artillery Reserve** arrive via **dark-blue** marked entry spaces
      -- The **Artillery Reserve** counts as a single Division for Op-map stacking
      -- **Meade** may move by himself (+2 DRM on Arrival Roll) or be attached to a Division.
  > **VC(-), VIC** and **XIIC Corps** may enter **Light Blue** marked spaces at bottom of Op-map

◇ **Naglee's** Division **(Ng/XXIIC)** is available as a variant reinforcement, at a cost in VPs.
        [AMI+12 / VP cost 37]. If purchased, at start of game designate it to be added to either **Couch's**
        Dept of Susq. force or to any arriving Union Corps.

◇ **Dept of Susquehanna:** Commanded by **Gen. Darius Couch**, and charged with the defense of south-
central Pennsylvania, it consisted mainly of a large NY and PA Militia force under **Gen. Smith** plus
reinforcements from the Washington defenses that historically went to the Army of the Potomac.

Additional pieces (not present in the hard copy game) have been created for this force, some official, some
completely unofficial (consider these to be a house rule/variant). The official back story assumes this
militia was dispersed in the previous three days without any impact on Ewell's forces. The *unofficial* extra
units assume a variation on this back-story, namely that Couch's force was flanked out of Harrisburg, but
withdrew only a few miles east and reformed, with no substantial losses to either side. These forces will
almost surely be used only in the Op-Game and on the Op-map, so no Tac-Map units have been made for
the Vassal module, but Op Map units have been created as follows:

  Official forces:
      Couch (3) Cdr, Dept.of Susq., (a Corp level HQ); Reverse side = **Smith** (1)
      1x **CCP** marker for **DoSq.**
      1x Op-game **Arty unit [2]** (that is, two Arty steps)
    Couch commands additional forces: 3ʳᵈ Div of VC; also Naglee's Division if 'purchased'
      as a variant unit and assigned to Couch.

  Unofficial units
      * **C. F. Smith (2)** Cdr, ad hoc Militia/National Guard formation; Reverse side = (1)
      * **2xDAC** markers for **Smith/DoSq**
      * **2x Op-Game Infantry, (20)-[2]** (two units, each with 20 Inf steps, 2 Arty steps)

      Militia units, special rule: The parenthesized combat factor indicates that these units cannot
      attack. They may defend if attacked, and may advance with any regular combat units in movement
      or as part of combat.

[Army Morale Index]

The total Army Morale Index for each side is logged on large arrays at the far right of the board, 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 Operational Map at
start are the **Cavalry**, although many more are soon to arrive. Actually, one of the two **US IIIC** Divisions
should deploy on the Operational map initially, the other not. Not knowing which one would deploy on-
map, for AMI purposes both were assumed not to have arrived yet, so once the on-map IIIC division is
chosen, add that division's AMI to the total. Likewise, as additional Corps arrive on the Op-Map, their
AMI's should be added to the Union total.

For the CSA, **Pickett** (on the "Long Road South" initially) is deemed to be off-map until he moves to
Carlisle. The rest of the ANV is on the operational map.

Department of the Susquehanna – Units assigned to this command do not affect the AMI of the Army of the Potomac (rationale: it is a different command, not in close communication with AoP). Conceivably a separate AMI structure could be set up for it, though that seems a needless distraction.

Variant units (**Ransom; Corse** & **Jenkins** Bdes of **Pickett's Division; Naglee's Division**) are not incorporated into the total AMI. If they are purchased, their AM arrival points should be added to the total AMI at the appropriate time. (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; none for Wing or Army commanders.)

[Conditions Applying After Setup]

<> Until the arrival of **Gen. Lee** on the Tac Map, **Gen. Hill,** and later **Gen. Longstreet,** may act as the Army Commander, spending any of their rolled 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** arrives there. The automatic reduction in **Meade's** rolled ACPs (-2) due to **Reynolds** being a Wing Commander is in effect once Meade is on the Tac-Map.

<> *Each* game turn (*after* ACP/CCP generation) roll 2dl0; For each Infantry/Cavalry Brigade in *Harrisburg* add +1 DRM box; +2 DRM if **Ewell** or **Lee** are in *Harrisburg* or *Bridgeport*. If 10+ add one Wagon in *Harrisburg*. This roll is *not taken* if any Union units are in the *Steelton* or *Spring Creek* spaces.

[Supply Wagon VPs] - At the end of the final turn,
   <> each Wagon in the *Long Road South* space gives Confederate player 20 VPs;
   <> each Wagon on the west side of the Susquehanna but still on the road yields 10 VPs;
   <> each Wagon in *Harrisburg* yields 10 VPs, if no Union units are in *Steelton* or *Spring Creek* spaces.

[Op-Map movement]:
Primary Road in Open Ground	4 MPs;
Primary Rd. in Rough / Secondary Rd. in Open.	6 MPs;
Secondary Rd. In Rough / Susquehanna River ford.	8 MPs.

A unit can move to or from the Tac Map by spending the adjacent Op Map space's MP cost; entering the Tac Map the lead unit may spend any additional MPs to move further onto the map, following units trailing in column. See D2P Op Game rules for details.

[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**".
<> Do **Stannard**-D and –E arrive with the rest of **Stannard** (3/IC)? - Assume "with yes", at no cost.
<> Does **Lockwood** (–A,B,C) arrive with the rest of **XIIC?** – Assume "yes," at no cost.
<> Does **Taft**-A (heavy arty from DC) arrive with the rest of **Taft?**: Assume "yes," at no cost.

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