

“The Devil’s to Pay!” – Vassal Module (r2) **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 was 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 is posted on (<http://hkl.hpssims.com/>), the HKL website. Later a Vassal module was made by importing the ADC2 module into Vassal; that version was posted on BGG (<https://boardgamegeek.com/boardgameexpansion/12051/devils-pay/files>). The present version is a revision of that first module, the result of more extensive map and unit error checking.

This module is constructed from the point of view of the 1.52 rules version 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 Cavalry Brigade Leader pieces were constructed for all Cavalry Brigades missing such in the original hardcopy game unit set.

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, July 2016

[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 single map. Spaces available for movement by both sides 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 or entry roads are deployed on or adjacent to the Operational Map. Most startup positions are variable. Deployment groups and their available starting positions are designated by colored markers, described below. For each such group, select among the available choices, deploy the units on the selected positions, then delete the colored markers.

Op-Map units not present in the actual hard-copy game are present in the module (these originated from D. L. Jones’ *Summer Storm* ADC2 module.) These units are deployed on the Operational Map, representing Infantry Divisions, independent Artillery Brigades/Battalions and Cavalry Brigades. These units contain two numbers, the first representing the number of unit “sides” for Infantry and Cavalry Brigades (two per physical unit). The second number (in a black circle), is the number of Artillery pieces in the unit. 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 may have one artillery unit attached, the other 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 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 (IIC), 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 Operational map (see separate section below), **or**
 - > On the Tactical map, south (left) of the CSA and out of any Confederate ZOI)
 - > *Buford's Tac-Map 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 unit 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 of *Swatara Creek* (Purple markers). Both the *Middletown* and *Rutherford* must be occupied.
- ◊ **CSA II Corps Artillery Reserve** – **Harrisburg** or **Bridgeport** - black markers.
- ◊ **At start:** Roll 2d10, divide result by 3 (round to nearest integer); place that many **Captured Supply Wagon** pieces in *Harrisburg*. +1 DRM for each Inf or Cav Bde in *Harrisburg* ; +2 DRM if **Ewell** or **Lee** are in either *Harrisburg* or *Bridgeport*.
- ◊ **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** start in *Carlisle*.
- ◊ **Pickett's Division** starts in *The Long Road South* space, 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 2 Cav Div HQ, Jones Robertson's Cav Bdes** (containing **Beckham-C & D**) – on or left of **Light Blue** markers.
- ◊ **Stuart's 1 Cav Div (F.Lee, Chambliss, Hampton's Bdes**, the last led by Hampton's replacement) + **Beckham A,B** -- on or right of **yellow** marked spaces.

[Variable units, available for "purchase"; Army Morale Index boost and VP cost are listed]

- ◊ **Corse's and Jenkins' Brigades (2/I) + Dearing-c [AMI+6 / VP cost 19]** – deploy with **Pickett**.
- ◊ **Ransom's Division (4/I) - [AMI+10 / VP cost 31]** Start in the *Long Road South*; may 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 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 the 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 made for this organization, some official, some completely unofficial (house rule/variant). The official back story assumes the militia was dispersed in the previous three days without any impact on Ewell's forces. The *unofficial* extra units assume a different 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 made as follows:

Official forces:

- Couch (3)** Cdr, Dept. of Susq., (Corp level HQ); Reverse side = **Smith (1)**
- 1x **CCP 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, 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, 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. Technically one of the two US IIC Divisions deploy on the tactical map, the other not. Not knowing which one would deploy on-map, for AMI purposes, both are assumed not to have arrived yet. Remember to add the arriving Corps' AM factors to the 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 – Assume that units assigned to this command do not affect the AMI of the Army of the Potomac (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 2d10; if 10+ add one Wagon in **Harrisburg**. For each Infantry/Cavalry Brigade in **Harrisburg** add +1 DRM box; +2 DRM if **Ewell** or **Lee** are in **Harrisburg** or **Bridgeport**. 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]

- ◇ **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: Merritt's Reserve Cavalry Brigade (R/Cav)** - screening the passes to the west; unavailable.