Scenario: Gettysburg, the Second Day, July 2, 1863
(Scenario developed by Lee Trowbridge, Apr 12, 2020)

Scenario Notes: For years people have complained of the lack of July 2 and July 3 scenarios for **Summer Storm** (designed by Rick Barber and published by Clash of Arms Games in 1998). This is an unofficial, attempt at a July 2 scenario. Prepared with this Scenario is a Vassal Save-Game file o be used with Gonzalo Santa Cruz's Vassal module. Use of Vassal is not necessary to use the Scenario. Details of the scenario follow.

• **Scenario starts at 4:00 AM on July 2** (a low light turn), and ends after the 8:30 PM turn.

• **Scenario Victory Conditions:** In force is the usual attempt to cause the enemy Army Morale to exceed its Morale Index, of course. Beyond that... this scenario was devised for "the experience" as wargame philosophers say these days. So as to other scenario-specific Victory Conditions, ummm... I haven't really thought of that. Any suggestions?

• **Order of Appearance** – The **Summer Storm** Standard Order of Appearance applies. In the Vassal file, units possibly entering in turn 1 are placed near their entry hex.

• **Starting Army Morale (AM) Levels and Indices**, respectively are: 80 and 122 (USA) and 7 and 124 (CSA)*. AM Indices rise one per arriving combat unit or Div/Corps Ldr.
assumes +1 AMI pt for each of Hunt, Tyler and Pendleton.

• **Optional units** – not included in the scenario.

• **Army Status Sheet:** Army Morale, Division Morale and individual unit losses from July 1 are marked on the accompanying Army Status Sheet PDF file. Black squares indicate permanent losses; squares with a diagonal slash represent the current temporary C/Hit or Division Morale level. Units with a black square in the leftmost block were eliminated in nighttime reorganization. A red X on a combat unit track indicates a variant unit not in the game. On a Division morale track, blocks to the left of red X's are "in play"; the Red X indicates DM reduction because all possible division units are not on the map. Leaders removed on the first day were replaced per Summer Storm rules. Leaders removed as casualties are marked with a black square on the Army Morale Sheet, leaders promoted to fill vacancies are marked with a diagonal slashed box.

• **Units' initial deployments** are listed on the Army Status Sheet and units are so placed in the Vassal scenario file. Unit positions can be modified slightly prior to play. The owning player can reposition each **combat piece and leader 2 hexes** from the listed hex and **Wagons up to 4 hexes**. Many units are overstacked in their initial hex and *must* be moved.

• **Orders:** All on-map units begin the scenario in full ("face-down") R&R. Per the R&R Order rules, in the 4:00 and 5:30 a.m. (low light) turns, divisions can be taken fully out of R&R in one turn; later it will take 2 turns.

• **Stored Command Points**: Neither side has any stored CPs or pending BPPs or PPPs.

Scenario Discussion -- For years people have complained of the lack of July 2 and July 3 scenarios for *Summer Storm*. This and the accompanying July 3 scenario were developed in an attempt to fill that gap.

Despite the "Rev 4" label, this is very much "Rev 0" – it is not heavily researched, relying mainly on two other Gettysburg games in particular, *3 Days of Gettysburg* from GMT and *Thunder at the Crossroads* from MMP for 2nd day scenario starting positions and 1st day losses. It has been solo playtested only once. If you see problems or errors or things you just don't like, by all means correct them and post the result.

In developing this module, to estimate starting values for Division and Army Morale levels and unit losses, a rough backstory was created for each Division involved in the first day's action. With a nod to history (but no major research), each major unit's story contained actions and events which were translated into turns spent under certain orders, in a few cases turns spent shaken, recovery therefrom, plus associated combat and other cohesion losses. These actions and events were translated into permanent and temporary Cohesion Hits (C/Hits) and (mostly) detrimental Division and Army Morale adjustments per the standard Summer Storm (1.52) rules, including partial recovery of temporary losses during the night and by ammo resupply and Rally orders.

After estimating losses for each of the brigades involved, adjustments were made for night-time reorganization (thereby eliminating several units for both the USA and CSA). Leader losses and suitable replacements were made. (Reynolds died on schedule; Hancock reverted from Wing Commander to IIC Corps command; Meade and Hunt have arrived. Other leaders were removed per history and replaced per game rules.) Finally, from these events, Army Morale credits and debits were calculated, including a subjective number for USA defensible terrain lost and for CSA artillery ammo depletions. Feel free to adjust these DM and AM levels, of course, if they "feel' too low or too high.

On map deployments directly translated from other games didn't make much sense in detail on the Summer Storm map, so I allow a little flexibility there. Conflicts in the SS, TatC and 3DoG time of arrival and overnight positioning of late evening and night-time arrivals were resolved subjectively (usually by compromise between the games' positions).

All divisions start with "face down R&R" orders, with the maximum ability to recover temporary C/Hits. Note that in the 4:00 a.m. turn and the next, a player is permitted to pull a division completely out of R&R Orders at a cost of 1 CP per division (or for free if the Division Commander is stacked with his Corps, Army or Wing commander); alternatively the player can leave it in R&R. Here is your first choice: If you keep the unit in R&R for the 4:00 turn, that will clear 3xDMF of temporary Div Morale points and reduce temporary C/Hits of each Inf/Cav unit of the division by 1 per unit. On the other hand, your enemy may be moving while you are not...

The resources for this scenario consist of:

      1. A Vassal save-game file (VSAV).
      2. The Army Status sheets (PDF).
      3. This description file (PDF).

1. Vassal Save-Game Module: A VSAV (Saved Game file) has been created for use with Gonzalo SantaCruz's **Summer Storm** game module (www.vassalengine.org). On-map units are initially placed as listed above. The first action in the game is to adjust the initial deployment of units by up to 2 hexes and wagons by up to 4 (the US player going first). In that adjustment, you cannot place a unit adjacent to an enemy unit). Units scheduled to arrive on map on the first turn are placed near their entrance road for convenience (they are not actually considered on-map until they officially arrive per game rules). Later arrivals must be selected from the "Pieces" menu at the top of the module.

2. Army Status Sheet PDF: This was generated by Adobe Acrobat 7 but later edited with Adobe Reader DC. The base file is a modified version of the 1.50 Army Status Sheets available on Mitchell Land's **Summer Storm** website. A few errors and omissions have been rectified (missing units and missing reduced DM levels for certain divisions which at some point arrived without all subordinate units). Such changes are in Brown Font.

In the PDF file as originally formulated, the markers for temporary and permanent C/hits, Division and Army Morale, etc. are moveable and can be duplicated by "copy/paste" operations. Hopefully this function will work in other versions of Adobe Acrobat or other PDF readers. At worst the file is a log of the initial state of units at the start of the scenario, to be transcribed to a paper Status Sheet.

Unit starting locations are indicated by Text Blocks adjacent to each initially on-map unit. This should allow non-Vassal users to utilize this scenario. To reduce clutter, these text blocks can be deleted after deployment.

If you have any comments or corrections, please post on the Summer Storm Forum on ConSimWorld: http://talk.consimworld.com/WebX/?14@@.ee6caaa/

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