

Introduction:

On to Philadelphia - 1914

(Based on Harry Turtledove's 'Great War' series & Felix's American Front 1914 scenario)

Designed by Bill II with Felix & L'zard.

Thanks also to Parmenio, Silvanski, Curtis Lemay & Menchenfresser.

Scale: 2.5km hexes

Units: Battalions & Companies

Turns: 1 day

Length: 53 or 145 turns. (Determined by theater option)

It is August 1914, & the war that is engulfing Europe following the assassination of Arch-Duke Franz-Ferdinand has spread to North America. The United States, humbled in two successive wars by the Confederate States, has declared its support for its German and Austro-Hungarian allies. In the de-facto capital of Philadelphia, President Theodore Roosevelt has declared war against the Entente powers in a fiery speech in which he promised the next Remembrance Day parade would be in held Richmond.

In reply, flanked by the statues of George Washington & Albert Sydney Johnston, the Confederate President Woodrow Wilson has asked for & received declarations of war against Germany, Austria-Hungary & the United States. The Confederate States are a modern industrial state, rich and powerful, in part due to its long and close ties to Britain and France. But Wilson and his cabinet know that if the United States and Germany defeat Britain, the “Damnyankees” to the north won't be long in seeking revenge on their southern counterparts.

Across North America, from Virginia to California, and from New Brunswick to Washington State, men are being called to the colors, as the finely tuned machinery of mass mobilization kicks in. While the various armies are formed to attack and defend, in the theatre east of the Appalachians, the Confederate Armies of Northern Virginia and Western Virginia prepare to face the United States 4th and 5th Armies.

Designer's Notes:

What I have tried to achieve in this scenario, is to provide both players with a “sword & shield” situation. Each side has both an Offensive and a Defensive Objectives-set. On the Potomac front, The CS Army of Northern Virginia is attacking the US 5th Army, on the Roanoke front, the US 4th Army is attacking the CS Army of Southwest Virginia.

I am also hoping to have a scenario that is immune to the development of a “perfect plan” that will always lead to victory. There are three major areas to shoot for to achieve victory, they are...

Philadelphia area: The American capitol & home to major shipbuilding & other industries.

Pittsburgh area: The heart of the US steel industry, it also has numerous coal mines.

New York / NE New Jersey: The commercial capitol of the United States with various industries.

(See individual SIDE'S Player Notes)

There is a theater option to play either the short game (through September) to cover the CSA drive into Pennsylvania or the long game (through early January) to also cover the USA's counteroffensive.

Scale Deviations:

Force Movement Bias:

Confederate States setting = 95

United States setting = 90

Force Supply Stockpile Level:

Both Sides are set to 90

Supply Cost of Movement Rate:

Set to 70

Readiness Cost of Movement Rate:

Set to 90

Entrenchment Rate:

The Entrenchment Rate has been set to 0.

Neither player's units may dig in/entrench at all. In 1914 both sides were fielding 19th Century style armies designed to re-fight their mobile 1881 war.

HOUSE RULES:

Blowing Bridges:

If a road or railroad crosses a river you can blow the bridge, if the road or railroad runs parallel to the river you can't.

Units that can't enter enemy controlled hexes:

(These units can follow an eligible unit into a hex on the same turn, they just can't be the first unit to enter the hex.)

Headquarters

Artillery

Labor

RR Repair

Bridging (Exception: may enter enemy controlled river hexes)

Garrison Requirements:



Every enemy hex with a “Manpower Center” icon that you occupy needs to have at least a company sized unit garrison. This requirement is waved if there is an enemy unit within six hexes of the hex.

Only the following unit types may be used for garrisoning captured hexes:

Infantry

Cavalry

Security

Military Police

Border

Naval Infantry

Marines

Engineer (Just the sideways “E” combat engineer variety, not labor, bridging or RR repair types)

Units that can't leave their home state:

CSA 'tan' or USA 'light green' 'based' units cannot leave their home states (The District of Columbia counts as part of Maryland for this purpose).



Strategic Rail Movement hexes:

There are areas along the map edges that are used for strategic rail movement & can't be entered by enemy units. CSA strategic rail movement hexes are colored pink and USA strategic rail hexes are colored purple.

(Note that the 'owning player' is free to move into and out of these hexes either 'embarked' or by 'foot', therefore these 'entry hexes' may not simply be by-passed and ignored.)

Aerial recon:

Recon aircraft (recon helicopter icon) units must end their turn stacked with their ground element.

Ground element units can only end their turn in open or cropland hexes.

If a US ground element is destroyed, its recon helicopter unit must move to hex **293,9** until its ground element reconstitutes.

If a CS ground element is destroyed, its recon helicopter unit must move to hex **168,257** until its ground element reconstitutes.

Note: Due to restrictions on Recon Helos imposed by the program, all dates in the game are 1964 & 1965, rather than 1914 & 1915.

Forts:

Forts come in three styles:



Coastal forts, designed to defend locations from enemy warships, they are armed with large caliber naval guns. Each fort has a 5 hex “death zone” around it. If a ship enters an enemy fort’s death zone, it has to end its movement for the turn. If a ship begins its turn in a fort’s “death zone”, it may move normally until it enters another fort’s “death zone”, where it will again have to end its movement for the turn. This is to allow the fort to fire on the naval unit in its turn.



Forts, garden variety forts with small caliber direct fire artillery & infantry.



Fort Artillery, armed with medium caliber indirect fire artillery, they support nearby forts.

Against ground units, forts are meant to do one thing, keep the bad guys out of their hex. As the hexes often have railroads or roads passing through them, they aren't useless. The fixed artillery icon'd units that are near the forts & coastal forts are the supporting artillery. The downside to forts is that they can be bypassed if you don't need the hex they occupy, but that was a limitation of real forts, which is why you seldom see fixed fortifications used any more.

Non-Standard Symbols:



Rail Repair



Construction/Labor



Mines



Fort



Recon Aircraft



Air Unit Ground Element



Factory

Confederate Player Notes:

Overview:

In the novels, the CSA adopted a go for broke strategy, to Capture Philadelphia, the American de facto Capitol and win the war quickly. Otherwise, the United States' industrial & manpower advantages will eventually be overwhelming. To achieve this, additional units have been transferred from the western armies, effectively doubling the size of the Army of Northern Virginia.

Decisions:

There are two ways to win; the first way is to go for the knock-out & capture Philadelphia (417 points). The city hexes contain 267 victory points, plus there is a **150** point bonus for capturing the Powell House (hex 225,50). The CSA may not ultimately win the war with the capture of Philadelphia, but you've definitely won the campaign.

The second is to "work the body", that is, to cripple the United States' industrial capacity. The USA's steel industry is centered in Pennsylvania (In 1914, Pennsylvania ranked 1st in the nation in industrial output) & there are 634 victory points to be won by destroying industry units. This strategy can be especially effective if the US player adopts a "fortress Philadelphia" strategy & leaves other areas lightly defended. The downside is that the majority of the factories are in Western Pennsylvania. Getting to them will involve marching & fighting through some nasty terrain. Note that the points you get for destroying factories & triggering event bonuses are yours even if the US player re-captures the hexes later in the game.

So the Army of Northern Virginia's task is to move with all expediency to either capture the US capital of Philadelphia, or a combination of industrial/mining areas, and bring about a quick end to the war before the industrial might of the United States gears up to a total-war footing. This is a mission requiring speed and daring. Failing this, an alternate plan requires the capture of the main U.S. industrial zone that is centered around Pittsburg, PA along with the victory point rich areas listed below, which (hopefully) can be accomplished before the US reinforcements can make a significant difference in the balance of forces.

The Army of Western Virginia's job in Southwestern Virginia is to hold off the US 4th Army's drive towards Big Lick / Lynchburg / Richmond, preferably with the five divisions with which they start out. To accomplish this, they need to make the most of the mountainous terrain that they are defending. This is a tough mission, despite the good defensive terrain, as the Army of Western Virginia will be greatly outnumbered. This front will test your defensive ability at the same time as the Army of Northern Virginia is on the attack. Should the US strip The 4th Army to reinforce the 5th Army in Pennsylvania, the AWW can launch a limited offensive to grab VPs by capturing the many coal mines in SE West Virginia.

Below are the major Victory point clusters that the Confederates can shoot for. They are the VP's within a 6 hex (about 10 miles) radius of the listed hex. The first figure is the total VP's you can win by capturing the areas. The figure in parentheses is the total VP's you would keep even if the US player recaptured the areas.

Area	Location	VP's	
Pittsburgh, PA	(99,32)	775	(663) Steel, Munitions, Manpower
Philadelphia, PA	(255,49)	583	(341) Political, Manpower, Shipbuilding, Steel
New York, NY	(295,19)	432	(208) Manpower, Political, Shipbuilding, Munitions
Baltimore, MD	(210,76)	212	(142) Political, Manpower, Steel
East Orange, NJ	(287,18)	210	(74) Manpower, Industry, Munitions
Harrisburg, PA	(201,37)	168	(152) Steel, Political
Monessen, PA	(103,43)	152	(97) Steel, Mining
Johnstown, PA	(135,37)	119	(104) Steel
Bethlehem, PA	(249,24)	100	(87) Steel
Coatsville, PA	(234,49)	68	(66) Steel
Washington, DC	(196,90)	63	(35) Political, Manpower, Munitions
Keystone, WV	(20,148)	60	(0) Mining
Frackville, PA	(221,19)	56	(13) Mining, Steel
Camden, NJ	(257,51)	54	(40) Shipbuilding
Trenton, NJ	(267,39)	54	(38) Political, Steel
Tarantum, PA	(109,26)	53	(39) Steel, Mining
Charleston, WV	(44,112)	52	(43) Political, Mining
Greensburg, PA	(114,37)	51	(6) Mining, Steel
Wheeling, WV	(78,46)	49	(33) Steel
Boomer, WV	(56,120)	45	(2) Mining
Perth Amboy, NJ	(285,28)	36	(20) Munitions, Manpower
Chester, PA	(249,54)	33	(28) Shipbuilding, Munitions, Steel
Wilmington, DE	(243,58)	32	(22) Munitions, Industry
Uniontown, PA	(108,52)	32	(4) Mining
Annapolis, MD	(213,88)	31	(25) Political
Trevorton, PA	(208,18)	27	(10) Mining, Steel
Lonaconing, MD	(133,65)	26	(3) Mining
Lansford, PA	(232,16)	26	(0) Mining
Lancaster, PA	(219,47)	25	(17) Steel, Manpower
Phoenixville, PA	(244,43)	25	(15) Steel, Manpower
Wharton, NJ	(274,13)	24	(16) Munitions, Steel
Reading, PA	(231,36)	24	(12) Steel, Manpower
Ebensburg, PA	(142,29)	24	(0) Mining
Altoona, PA	(153,28)	23	(17) Transportation, Steel
Parkersburg, WV	(50,77)	21	(15) Industry
Washington, PA	(92,42)	21	(13) Steel, Mining
Lanark, WV	(60,130)	20	(0) Mining
Mays Landing, NJ	(270,69)	19	(18) Munitions
Dover, DE	(244,80)	19	(15) Political
Holden, WV	(31,133)	18	(0) Mining
Lebanon, PA	(216,35)	14	(9) Steel
Aliquippa, PA	(91,25)	14	(9) Steel
Sagamore, PA	(126,19)	14	(0) Mining
Wellsburg, WV	(80,38)	12	(7) Steel, Mining
Tower City, PA	(211,26)	12	(0) Mining
Hastings, PA	(144,22)	12	(0) Mining
Elkton, MD	(234,63)	11	(9) Munitions
Clarksburg, WV	(88,76)	10	(0) Mining
Fairmont, WV	(95,69)	10	(0) Mining

Reinforcements available by use of Theater Options:

“Transfer 3rd Rail Brigade from Kentucky” (You’ll need this, if you want to go for Pittsburgh or New York)

Available on turn 1, it brings in the 3rd Rail Brigade.

The US gains 60 VPs.

“Cavalry diverted from western fronts”

Available on turn 20, it brings in the Ky-Tenn, 1st SQ & 6th TX cavalry brigades.

The US gains 42 VPs.

“CSA diverts forces from New Mexico”

Available on turn 31, it brings in the CS XIII Corps (2 infantry divisions)

The US gains 120 VPs.

Unit Colors Confederate States:



Army of Northern Virginia (National)



I Corps (Virginia)



III Corps (Georgia & South Carolina)



IV Corps (Georgia, Florida & Alabama)



VII Corps (Alabama & Tennessee)



VIII Corps (Louisiana & Cuba)



XX Corps (Virginia & North Carolina)



I Cavalry Corps (Virginia, North Carolina, South Carolina & Georgia)



Army of Western Virginia (National)



II Corps (North Carolina)



IX Corps (Mississippi, Arkansas & Louisiana)



XXI Corps (Georgia, Florida, South Carolina & Alabama)



3rd Cavalry Division (Georgia, Florida & Tennessee)



General Staff (National)



XI Corps (Texas & Sequoyah) (theater reserve)



XIII Corps (Texas, Chihuahua & Sonora) (Theater Option activated)



Ky-Tenn Cav Brigade (Kentucky & Tennessee) (Theater Option activated)



1st Sequoyah Cav Brigade (Sequoyah) (Theater Option activated)



6th Texas Cav Brigade (Texas) (Theater Option activated)



Negro (National)



Marines (National)



Navy (National)



Virginia Militia (Virginia)



North Carolina Militia (North Carolina)



Tennessee Militia (Tennessee)



Kentucky Militia (Kentucky)



Forts (Virginia, North Carolina, Georgia, Kentucky & Alabama)



Border (Virginia & Kentucky)



Industry (Civilian)



C.S. Flying Corps (National)

ORDER OF BATTLE:

Below is a corps level Order of Battle extracted from "American Front 1914", including reinforcement formations that appear in that scenario, included for information purposes only, but showing the relationship of CSA forces (Red Text) available to the CSA player in "On to Philadelphia" as compared to all forces available in "AmericanFront:1914".

CS General Reserve
CS Reserve Artillery
CS Support Command
11th CS Corps-Virginia
25th CS Corps- Tennessee

Army of Northern Virginia
1st CS Cavalry Corps
1st CS Corps
3rd CS Corps
4th CS Corps
7th CS Corps
8th CS Corps
20th CS Corps

Army of West Virginia
2nd CS Corps
9th CS Corps
21st Corps
14th CS Corps (Apr-1915)

Army of Kentucky
5th Corps
6th CS Corps
12th CS Corps
22nd CS Corps
23rd CS Corps

Army of the Mississippi
15th CS Corps (Dec-1914)
28th CS Corps (Jul-1915)

Army of Arkansas
10th CS Corps
24th CS Corps

Army of Sonora
13th CS Corps (TO)
26th CS Corps

Army of Sequoyah
2nd CS Cavalry Corps
30th CS Corps (Mar-1915)
31st CS Corps (Nov-1916)

Army of Texas
3rd CS Cavalry Corps
16th CS Corps (Jun-1915)

Mormon Army (UT) (Event)

1st Mexican Army (W Mexico)
1st Mexican Cavalry Corps
1st Mexican Corps
2nd Mexican Corps
4th Mexican Corps (Jul-1915)

2nd Mexican Army (E Mexico)
2nd Mex Cav Corps (Apr-1915)
3rd Mexican Corps (Oct-1914)
5th Mexican Corps
6th Mexican Corps
9th Mexican Corps (Event)
10th Mexican Corps (Event)

4th Japanese Army
(Pacific Reinforcement Area)
Japanese Cav Corps (Event)
1st Japanese Corps (Event)
5th Japanese Corps (Event)
6th Japanese Corps (Event)

Canadian General Reserve
Canadian Reserve Artillery
Canadian Support Command
8th Canadian Corps (Jun-1915)
20th British Corps (Nov-1916)

1st Canadian Army (ON)
1st Canadian Corps
3rd Canadian Corps
11th British Corps (Sep-1914)
Australian Corps (May-1915)

2nd Canadian Army (QC)
2nd Canadian Corps
4th Canadian Corps
4th British Corps
ANZAC Corps (Apr-1915)

3rd Canadian Army (MB)
5th Canadian Corps
6th Canadian Corps
16th British Corps (Oct-1915)

4th Canadian Army (BC)
7th Canadian Corps
3rd Siberian Corps (Aug-1914)
5th Rus Cav Corps (Aug-1914)
Imp Mountain Grp (Dec-1914)

Plains Command (AB/SK)
Canadian Cavalry Corps
2nd Br Mtd Corps (Nov-1914)
ANZAC Mtd Corps (May-1915)

United States Player Notes:

Overview:

The pre-war strategy developed by the United States' had simultaneous attacks on the Confederacy and Canada. While the 6th and 7th Armies attack Quebec and Ontario, three complete armies are to invade Kentucky. Kentucky is where the United States is aiming its main blow against the Confederacy, but the drive into western Virginia by the 4th Army is a significant supporting effort to this, and the US General Staff is hoping for a major breakthrough here.

In the Eastern Theatre, the US plan is for the 4th Army to invade Virginia from the west, while the 5th Army defends Maryland and Pennsylvania. If possible, the 5th Army would then attack across the Potomac, drive south & capture Richmond. But, as von Moltke once said "No plan survives the first contact with the enemy".

Decisions:

The 5th Army's job is to protect Philadelphia, Pittsburgh & New York & if possible Baltimore. The only natural obstacles you have to work with are the rough terrain in Western PA/MD & the Susquehanna River. Against a competent CS player, the 5th Armies starting forces will not be adequate for the task. Your options are to either rob the 4th Army & effectively end its offensive or use theater options to bring in reinforcements from other theaters, at a heavy VP cost. (see the reinforcements section below).

The 4th Army's job is to Defeat the Army of Southwest Virginia & seize the VP locations in the area, namely the major transportation hub of Big Lick (Roanoke). Should you be forced to send significant forces to reinforce the 5th Army, your mission will be to defend the coal mining region of Southeast West Virginia. If you are playing the "long game", you could resume the offensive after receiving some of the reserve corps reinforcements in November & December.

Below are the major Victory point clusters that the Americans can shoot for. They are the VP's within a 6 hex (about 10 miles) radius of the listed hex. The first figure is the total VP's you can win by capturing the areas. The figure in parentheses is the total VP's you would keep even if the CS player recaptured the areas.

Area	Location	VP's	
Richmond, VA	(183,144)	365	(261) Political, Manpower, Industry
Norfolk, VA	(221,168)	117	(85) Shipbuilding, Manpower
Big Lick, VA	(101,153)	114	(104) Transportation, Industry
Newport News, VA	(217,165)	83	(75) Shipbuilding
Raleigh, NC	(142,210)	83	(73) Political, Industry
Petersburg, VA	(184,155)	23	(9) Munitions, Transportation
Alexandria, VA	(195,94)	18	(9) Munitions
Radford, VA	(80,158)	15	(11) Munitions
Ashland, KY	(10,108)	13	(9) Steel
Williamsburg, VA	(207,153)	12	(9) Munitions
Clifton Forge, VA	(104,132)	12	(7) Steel
Saltville, VA	(39,169)	11	(9) Munitions
Greensboro, NC	(105,200)	11	(6) Industry
Lynchburg, VA	(126,148)	11	(2) Manpower
Big Stone Gap, VA	(5,169)	11	(1) Mining

Reinforcements:

The U.S player should note that only in the “long game” will there be any significant regularly scheduled reinforcements.

In the 53 turn “short” game, only a half dozen naval units and 3 labor bn.s will be added to your original forces without use of the available Theater Options.

Reinforcements available by use of Theater Options:

USA declares Washington, DC an open city

Available on turn 1, it brings in the 14th NG Division in a week or so
at the expense of losing the Washington forts

The CS gains 0 VPs.

USA diverts forces from Quebec

Available on turn 10, it brings in the US V Corps (2 infantry divisions)

The CS gains 90 VPs.

USA diverts forces from the Niagara front

Available on turn 15, it brings in the US II Reserve Corps (2 infantry divisions)

The CS gains 90 VPs.

US Diverts Cavalry from the Niagara Front

Available on turn 25, it brings in the US 2nd Cavalry Division

The CS gains 30 VPs.

Transfer 4th Rail Brigade from Kentucky

Available on turn 25, it brings in the 4th Rail Brigade

The CS gains 60 VPs.

USA diverts units from Kentucky

Available on turn 30, it brings in the US XV Corps (2 infantry divisions)

The CS gains 90 VPs.

Unit Colors: United States:

	4th Army (National)
	VI Corps (Pennsylvania)
	IX Corps (West Virginia, Ohio & Pennsylvania)
	XXIV Corps (Pennsylvania)
	V Reserve Corps (West Virginia, Pennsylvania, Ohio & New York)
	13 Cavalry Division (New York & Pennsylvania)
	5th Army (National)
	VII Corps (Maryland, Pennsylvania, Delaware & District of Columbia)
	VIII Corps (New York & Pennsylvania)
	IV Reserve Corps (Pennsylvania, Maryland, Delaware & District of Columbia)
	3rd Cavalry Division (Pennsylvania, New Jersey & Maryland)
	General Staff (National)
	V Corps (New Jersey) (Theater Option activated)
	XV Corps (Wisconsin & Illinois) (Theater Option activated)
	II Reserve Corps (New York, Connecticut & Rhode Island) (Theater Option activated)
	2nd Cavalry Division (New York) (Theater Option activated)
	XVII Reserve Corps (National)
	XVIII Reserve Corps (National)
	XIX Reserve Corps (National)
	Naval (National)
	Forts (Pennsylvania, New York, Maryland, West Virginia & District of Columbia)
	East Coast Defense (New York, New Jersey & Delaware)
	Washington DC Garrison (New York, Maryland & District of Columbia)
	Border (Maryland & West Virginia)
	New York Home Guard (New York)
	New Jersey Home Guard (New Jersey)
	Pennsylvania Home Guard (Pennsylvania)
	Delaware Home Guard (Delaware)
	Maryland Home Guard (Maryland)
	West Virginia Home Guard (West Virginia)
	Negro Rebels (Virginia & North Carolina)



Negro (Maryland & District of Columbia)



German (Germany)



Industry (Civilian)



U.S. Air Service (National)

ORDER OF BATTLE:

Below is a Corps Level Order of Battle extracted from "American Front 1914", including reinforcement formations that appear in that scenario included for information purposes only, but showing the relationship of US forces (**highlighted red**) available to the US player in "On to Philadelphia" as compared to all forces available in "American Front" .

General Staff Troops
General Staff Arty
General Support Cmd
1 Corps- Maine
Marine Corps- (Mar-1915)

1 Army (Illinois)
13 Corps
14 Corps
15 Corps (TO)
7 Reserve Corps
43 Corps (Event)

2 Army (Indiana)
10 Corps
25 Corps
13 Reserve Corps
29 Corps (Jun-1915)
45 Corps (Event)

3 Army (Ohio)
4 Corps
12 Corps
12 Reserve Corps
18 Res Corps (Nov-1914)

4 Army (West Virginia)
6 Corps
9 Corps
24 Corps
5 Reserve Corps
19 Res Corps (Nov-1914)

5 Army (Maryland)
7 Corps
8 Corps
4 Reserve Corps
17 Res Corps (Nov-1914)
33 Corps (Jul-1917)

6 Army (New York)
2 Corps
3 Corps
5 Corps (TO)
1 Reserve Corps
46 Corps

7 Army (New York)
11 Corps
22 Corps
23 Corps
2 Reserve Corps (TO)
3 Reserve Corps

8 Army (Dakota)
17 Corps
26 Corps
9 Reserve Corps

9 Army (Missouri)
18 Corps
6 Reserve Corps
28 Corps (Jun-1915)
21 Res Corps (Sep-1915)

10 Army (W New Mexico)
19 Corps
21 Corps
11 Reserve Corps
20 Reserve Corps (Jul-1915)

11 Army (Washington)
20 Corps
27 Corps
8 Reserve Corps
50 Mtn Corps (Jun-1915)

12 Army (E New Mexico)
2 Cavalry Corps
16 Corps
10 Reserve Corps
30 Corps (May-1915)
31 Corps (Dec-1915)

13 Army (Michigan)
15 Reserve Corps (Nov-1914)
16 Reserve Corps (Nov-1914)
3 National Guard Corps (Event)

14 Army (Kansas)
1 Cavalry Corps
32 Corps (Apr-1916)
34 Corps (Feb-1915)

15 Army (Pennsylvania)
44 Corps (Event)
52 Corps (Event)
53 Corps
1 National Guard Corps (Event)
2 National Guard Corps (Event)

North Border Command
3 Cavalry Corps
4 Cavalry Corps (Sep-1915)

Extra Conscription.
35 Corps (Event)
36 Corps (Event)
37 Corps (Event)
38 Corps (Event)
39 Corps (Event)
40 Corps (Event)
41 Corps (Event)
42 Corps (Event)
47 Corps (Event)

USN Atlantic Fleet
USN Pacific Fleet
USN River Fleet
USN Great Lakes Fleet
USN Land Forces (Scattered)

Designers notes:

New Equipment:

I created several equipment types with the Bio-Editor for this scenario. The first group takes existing units & splits them up by nationality. This will affect replacements & slightly favors the United States player. For example, The 27th Virginia infantry regiment contains 100 Confederate early rifle squads & 2 heavy machine guns, while the 9th Cuba infantry regiment contains 100 Latin American early rifle squads & 2 heavy machine guns.

The second group consists of new or modified equipment types. They are...

Engineer Squad:

These are toned-down from the flamethrower wielding standard TOAW engineers. They have the same firepower as the early rifle squads.

Construction Crew:

They have half the firepower of the Engineer Squads.

Un-Armed Construction Crew:

They have no firepower.

Un-Armed Ferry Bridging Teams:

They have no firepower.

Un-Armed Rail Repair:

They have no firepower.

Road-Bound Horse Team:

I think that the TOAW horse teams sometimes seem more like pack-mule teams than horse drawn wagons. Units equipped with Road-Bound Horse Teams, such as heavy artillery will move poorly cross-country & will not be able to enter mountain hexes except at passes.

Map Notes:

Map tiles were for the most part modified in order to accent the movement costs, and/or otherwise point out special features of the map.

Mountains:

Most (not all) mountain hexes **also contain badlands terrain**. This makes mountain passes (which do not contain badlands & usually contain roads) extremely important. While your boot propelled infantry can cross the mountain hexes, your heavy artillery won't be able to. More importantly, you won't be able to trace supply across mountains until you capture the passes.

Urban & Dense Urban:

Towns that had 1,000+ residents in 1910 rated an urban hex. Cities with 15,000+ residents per hex in 1910 rated dense urban hexes. Towns with less than 1,000 residents in 1914 are shown with cropland hexes.

Railroads:

I did the best I could in finding out where the railroads where in 1914, but I may have missed some. I also arbitrarily added some "military railroads" where I thought they would be needed. There are also some destroyed rail hexes that the players may repair that might be said to represent inter-war plans for railroads that were never realized but may be if the player so wishes to use the resources to do so. The shortage of RR engineers is intentional. (Same with heavy artillery & bridging units). Additional RR units may be obtained through the use of the Theatre Options available to each side.

Light Woods:

I used light woods to both represent lightly wooded areas & areas that were a patchwork of farmland & woods.

Jungle:

I used jungle hexes to represent wooded marshes. (for instance, the Great Dismal Swamp in Virginia & the Pine Barrens in New Jersey).

Mines:

I used the new Pick & Shovel Icon. They are there to help explain the VP objectives in their hexes. Pennsylvania & West Virginia are chock full of them. In 1914, Pennsylvania ranked 1st (by a huge margin) in mining in the United States & West Virginia ranked 3rd. Almost all of the mines are coal mines. There are also some mines in SW Virginia & in E Kentucky. Blue pick & shovel icons represent coal mines; red ones represent all other mines.

Virginia / West Virginia border:

I made Berkley & Jefferson Counties part of Virginia rather than West Virginia. The two counties were not part of West Virginia's original group of counties & their later inclusion into the state had more to do with the fact that the B&O railroad ran through Martinsburg & Harpers Ferry than to any desire of the residents to become part of West Virginia. After the Civil War Virginia tried unsuccessfully to get the two counties back. Since the game assumes a Victorious Confederacy, I included the counties in Virginia.

Map Size:

The map is really much bigger than it needs to be for the current scenario. North Carolina & Southern Virginia are included mainly for a future expansion of the scenario that will include amphibious invasions. In the scenario as it is, a spectacularly successful US player can have the opportunity to capture Richmond or even Norfolk or Raleigh (Why should the CS player have all of the fun)?

Map Sources:

DeLorme's Topo USA for PC (2004)

DeLorme's Atlas & Gazetteers for PA, NJ, DE, MD VA & NC (2003)

Hammond's Handy Atlas of the World With 1910 Census (1911)

Coal Mines of 1910 (1910)

Army & Navy Ed Cram's Quick Ref Atlas & Gazetteer (1907)

Geographical Publishing Co's New Pictorial Atlas of The world (1941)

Various Army Map Service maps from the 40's & 50's.

Index of Mining & Manufacturing (1912)

And many others.