

1 ENTENTE PLAYER NOTES: AMERICAN FRONT- 1914

Correct as 10 September 2005

Important Events

The Entente PO will more or less follow objectives along the “historical” deployment. As this is a long campaign, I have opted to let formations appearing as reinforcement -by turn or event- to follow different routes in order to make it possible to shift the axis or weight of offensives. In the long term this seems to work.

Japanese Army. The Japanese are allied to the Entente in this war, but are happy to play a low profile, mainly fighting a naval war and snapping up the German possessions in Asia. They can be persuaded to fight in North America, but they will need to be ‘bribed’ to fight in a costly and expensive war which they do not really regard as being of any great importance to them. There will be a theatre option from **turn 26** to have the Japanese send an army to Canada. The cost is **20 victory points**. The Japanese units (9 infantry and 2 cavalry divisions, plus supporting units) will be very useful to the beleaguered Canadians, but you will have to weigh up the cost of their aid. The bribe reflects the gifting of Entente territory and possessions in Asia, as well as the general loss of prestige caused by this.

For the PO version 50 % chance this will happen.

Seaborne Attacks and Supply. You have the ability to launch seaborne attacks, using your ‘Sea Transport’. However, only on the California coast will supply points be activated for you. If you launch an amphibious invasion elsewhere, the attacking troops will be out of supply.

Supply Point Location	Hex
San Diego	25,121
San Francisco	10,96

Some PO formations might attempt this.

Mormons. The Mormons in Utah will rise up at some point in 1915. There are two things you can do with them. One is to sit tight on the defensive, holding the populated part of Utah, and maybe use the cavalry brigade to do a bit of raiding. The other is to march out and cause as much damage as possible. The first is more realistic, as the Mormons would not want to leave their homes undefended against a wrathful US Army. The second might be more useful to you, and does have some bearing; the Mormons might try to link up with the CS and Mexican troops to their south. Just remember that the Mormon units are non-replaceable, and won’t reconstitute if they’re destroyed.

The Mormon units do not have artillery assigned, but there are spaces available for you to get US guns. To do this, you need to occupy some of the neighbouring towns across the state line, where armouries hold US field artillery. When these hexes are occupied, a reinforcement unit will appear, that you can disband, sending it’s equipment into the replacement inventory. As the Mormons are the only units in the Entente with 76mm and 5 inch ER guns, these will go to the Mormon units for your use. If you can, move them back to Salt Lake City, to allow all of the equipment to go into the replacement inventory.

These towns are;

Town	Hex	Notes
Boise	37,76	Mormon Disband 1
Idaho Falls	50,78	Mormon Disband 2
Grand Junction	61,98	Mormon Disband 3
Butte	50,67	Mormon Disband 4

The PO is set up to reflect the Mormon formation's main aims. These cities are under an exclusion zone, to prevent other Entente units from capturing them prematurely.

Negroes in the CSA. The Negroes in the Confederate States are not a happy group. Neither would you be if you were in their situation. Don't be surprised if you have some major problems behind the lines. Keep those state militia brigades where they are, in rear area security roles. And remember, of the 32 million people in the CSA, 10-11 million are black.

Background Information.

Strategy. The CSA and Canada have conflicting strategies. The CSA seeks to win with a quick and violent thrust towards Philadelphia (the de-facto capital of the USA), preferably bypassing Washington and most of the border defences. Elsewhere the CSA will be on the defensive. The Canadians will be on the defensive from the start, as their aim is to simply survive until the British and French defeat the Germans, and move across the Atlantic. How you command the two countries is up to you, but this is the logic behind the initial troop dispositions of the two armies.

European Reinforcement. North America is of secondary importance to the Entente Powers in Europe. Therefore, you can expect to see little in the way of support, at least until the British, French and Russians can win the war in Europe. If that happens, 40-70 divisions will be available for service in North America. If there is a draw, only the British will come, with about 30 divisions. A German victory will cut off the supplies from Europe, and will result in a loss of men, equipment and supplies; expect substantial supply and replacement cuts.

Tanks. When tanks enter service in mid-1916, they will have higher assigned strength, which will drop over time as losses mount. This is to simulate the effect of 'Tank Fear' on troops unused to such monstrosities.

Conscript Class Replacement Units. Your conscript class units will appear in the Atlantic Entente Reinforcement Area. You will receive 14,000 Light Rifle squads (1915-16) or 17,000 Rifle/Heavy Rifle squads (1917-18) each spring. Disband them rather than use them directly.

These units are programmed to disband automatically on the appropriate turns, so you don't have to worry about this. A news string will appear to announce it.

Canadian Army. If this strikes you as being a bit big compared to the Canadian forces that fought in our WWI, well, it is. Faced with the threat of a hostile USA to the south, I think the Canadians would conscript anyone who could walk straight. Turtledove also writes that the Anglophones and Quebecois are unified by the threat of US invasion, so there is much less division than in our time. The result is that the Quebecois readily join the Canadian Army, increasing the pool of available manpower by a quarter to a third. I believe Canada could well mobilize as many divisions per capita as the French, so an army of twenty plus infantry divisions isn't impossible.

Confederate and Canadian Army Organisation. The CS and Canadian Armies are organised along Continental lines, with Regular, Reserve and Territorial units. The Regular divisions have younger, better trained soldiers, and more modern equipment, while the Reserve divisions are made up of older men with obsolescent training and equipment. These lines will blur as the war progresses, but at mobilisation, the divisions in each Army are of the following type;

	Confederate	Canadian
Regular	1-26 Infantry, all Cavalry	1-7 Infantry, all Cavalry
Reserve	40-53 Infantry	8-14 Infantry
Militia/Territorial	Militia Brigades/Fort Troops	Militia Brigades/Fort Troops

Russian Army Withdrawal. Keep an eye on the news from Europe. If things start to go bad for the Russians, they will end up having a revolution, just like they did in our time. If that happens, all of the Russian units in North America will be transferred back to Siberia; in other words, they'll be disbanded. Don't rely on them too much if the Russians are getting a kicking in Poland and Hungary, as these units may suddenly disappear.

British Army Withdrawal. There is a chance that, if the war goes really bad in Europe, that the British Army units will be disbanded. Again, keep an eye on the news. If the Brits and French fail to hold on the Western Front, they will both surrender to the Germans, and the British Army will withdraw from combat in Canada. This is a bad thing for you.....

Unit Names. Some of the more historically minded among you may notice that I've changed the names and numbers of some of the British units. So the 9th (Scottish) Division becomes the 13th (Scottish) Division, and the 42nd (East Lancashire) is now the 56th (East Lancashire). All I can say is, this is an alternative timeline, and while I couldn't resist keeping as many of the unit names the same (I've got a historical soft-spot), some of them had to change, to incorporate the larger British regular army of 1914. If you're really, really interested in all this, e-mail me for the background info, and see the method behind my madness.

Game Advice.

Game Balance: The US player will have an edge throughout most of this scenario, due to the greater population and industrial resources of the USA. Canada, the CSA, Mexico and what the British Empire can spare are not quite enough to match this. But a slight edge is not an overwhelming one.

You will have some advantages; cavalry in Canada and the west of the CSA, the strength of the defensive positions, marine raiding brigades in the Pacific.

These might seem like slim reeds, but if you bide your time, wait for the US player to bleed on your defences and husband your reserves, there will be times and places when you can hit back. In Kentucky, Ontario and Quebec, you can expect to be on the defensive for much of the game.

One feature of this scenario is the size of the fighting fronts, versus the size of the armies involved. It is likely that the only solid and continuous lines will be in Virginia, Maryland, Ontario and possibly Kentucky. Elsewhere, especially west of the Mississippi, this will be a war of movement, based largely around rail and road links. So, despite this being a WW1 scenario, don't think of triple trench lines with 40 metre wide belts of barbed wire. Think of the Eastern Front, with room to move, and flanks to exploit.

Reserves. This is easier talked about than done, but it is vital that you keep a reserve, even if it's only a couple of rested divisions. The lines you have to hold are long and thin, and sometimes non-existent, and with the US player able to muster substantial reserves himself, you can expect him to prod and poke all along the line from Virginia to California, and from New Brunswick to British Columbia. Texas, Sequoyah and western Ontario look particularly good to the US, especially if you've stopped him dead on the more obvious fronts.

Negro Rebellion. You need to jump on this as soon as it happens. Your first priority is to defend your industrial cities, especially Atlanta, Birmingham and Montgomery. These cities don't have forts, and are in areas with a large black population. The militia brigades holding them are good enough for skirmishing, but won't stop a sustained attack. If they fall, even for one turn, you'll suffer a replacement and supply loss. Your next priority is to eliminate the Negro units, and reopen your rail links. Keep your Confederate rail units handy, so that you can quickly repair the massive damage which is sure to happen to your rail net. If you can, use the Commonwealth units to distract the US player as much as possible, because he is certain to be launching some offensives against the Confederate lines.

Entente Loss in Europe. If the Entente is losing in Europe, I strongly advise you to activate the Japanese TO, if you haven't done so already. An Entente defeat in Europe will lead to the withdrawal of the Russian (4 infantry, 2 cavalry divisions) and British (15 infantry, 4 cavalry divisions) units from the Canadian Front. The ANZACs, Indians and Royal Navy units will remain (I don't want to be too cruel), but the British and Russian withdrawals will take about 40% of your infantry units. Those additional Japanese divisions will be invaluable in allowing you to hold something in Canada. You may also want to abandon some areas, like the Great Plains, and pull back to more defensible and vital terrain, such as Ontario, Quebec, Nova Scotia and British Columbia. The loss of VPs will be made up by the bonus VPs awarded by the European defeat.

For the PO there is a 50% chance this will happen