

1 AMERICAN FRONT 1914- JOINT PLAYER NOTES

Correct as at 10 September 2005

American Front 1914

(Based on Harry Turtledove's 'Great War' series; a damn fine set of novels)

Original scenario by Tane Woodley.

TOAWIII PO mods by Silvain Domen aka 'Silvanski' .

Comments which apply to the PO versions are in red as you can see.

IMPORTANT: Before you begin, make sure to put the folder containing the EQP and BMP files in your Graphics folder.

Scale: 25km hexes

Units: Divisions/Brigades/Regiments

Turns: 1 week

Length: 231 turns.

Since the Confederate States of America won it's independence during the War of Secession in 1862, relations between it and the United States have always been hostile. Beaten on the battlefield in a series of crushing defeats, then pressured by Britain and France to make peace, the US has always sought revenge for it's humiliation. When the CSA sought to buy the states of Sonora and Chihuahua from a bankrupt Mexico in 1882, hostility once more spilled over into war, and once more the US was defeated, as Britain and France came to the aid of their Confederate friends. Beaten twice in a generation by the Confederates and their allies, the US sought allies of it's own, ones to counterbalance the British and French. The allies they found were Germany and Austria Hungary.

The years leading up to 1914 saw North America develop into an armed camp. Two generations of young men in the US, the CSA and Canada have undergone conscription, while fortifications have grown along the frontiers, US guns pointing north into Canada and south into the CSA. The Canadians and Confederates, fearing their giant neighbour, responded in kind. The US built up an army of over 70 regular and 30 reserve divisions, while the Confederates and Canadians tried to match this as best they could. The US Navy is one of the strongest in the world, equalling the Germans, and second only to the Royal Navy. The Confederate and Canadian fleets cannot match their enemy, but with squadrons from the British and French navies, they may be enough to stop the US from dominating their shores and cutting their sealanes.

The CSA has been hampered by it's racist attitudes towards it's Negro population. With a third of it's 32 million people black, the CS has refused to use Negro men as soldiers, preferring to call up a much greater number of white men than the US has done. At best, Negroes are used as labourers or factory workers, replacing white men who can be called on to fight. With no rights of their own, the Negroes have no say in the situation, prompting some to turn to the revolutionary doctrines of Marx, Engels and Abraham Lincoln. Many Negroes dream of a Socialist Utopia, and the chance to free themselves from 300 years of slavery and subjugation.

To the north, Britain has placed it's third largest garrison in Canada, while the Royal Navy has developed bases in the Bahamas, Bermuda, Newfoundland and the Sandwich Islands (Hawaii). Russian Alaska has been garrisoned by units of the Tsar's Siberian Army, and is ready to reinforce the Canadian defences in Alberta and British Columbia.

To the south, the Emperor of Mexico has committed his people to any war, and will fight alongside his Confederate backers in a bid to regain California and New Mexico.

While the Union and Confederate governments spent fortunes on building up their militaries, groups within each country plan for the moment when they can rise up and gain their own freedom. The Mormons in Utah, oppressed and harassed for over thirty years, plot to carry out their own war of secession. The even more oppressed and downtrodden Negroes of the CSA plan to gain their own freedom, with the gun if necessary.

So when a bomb assassinated the Austrian heir in the summer of 1914, and Europe began the long slide to war, North America followed suit. US troops have mobilized from California to Maine, while CS units have taken up position from Virginia to the Pacific. Canadian and British troops man defences in Ontario, Manitoba, Quebec and elsewhere, and wait for the US hordes. Declarations of war in Europe have been followed immediately by more in North America, and the whole world has begun the slide into total war, as fighting begins on almost every continent.

Scenario Structure.

Start: The scenario starts on the last week of 'peace', as armies are still mobilizing. This is to give players a chance to familiarize themselves with the map and situation, and make any last minute changes they wish to. The scenario goes on till the end of 1918; a long war perhaps, but it may not last till then.....

End. The scenario will end on turn 231, the last week of 1918. This is an arbitrary decision, to end the scenario at some point. In short, both sides just get sick of the aimless slaughter, and the war ends. After 231 turns, if you haven't won, you'll have to be content with the current VP score.

Victory Conditions. There are no pre-programmed victory settings in this scenario. The game will end when one player concedes or at turn 231. If a player thinks they can win with their capital and half their industrial cities gone, then good on them.

Gameplay and Balance. This game is only playable against humans; the PO has not been programmed. You will need to either PBEM, hotseat or play solitaire.

The PO scenario comes in two versions, US PO and Entente PO.

The US is the easier side to play, and is better for the player with the least experience. It has three main advantages; a 10-15% numerical superiority, interior lines of communications and a unified force (consisting largely of the same colour scheme).

Opposing the US colossus, the Entente player will have slightly fewer troops, a veritable rainbow colour scheme of armies and two widely separated main fronts. To balance this, the Entente starts the scenario with a lead of 50 VPs, with the majority of the VP locations sitting on Confederate and Canadian soil (400 vs 350). To win, the US player needs to adopt an offensive strategy, and gain more territory than he loses. A game that ends with the borders pretty much as they are in 1914 will favour the Entente, as the Confederacy and Canada are intent on survival rather than the utter destruction of the USA. This is not the case for the US, which is determined to stomp it's neighbours into submission.

One thing to note is that I have tried to make this scenario as faithful to Harry Turtledove's novels as I can, without seriously compromising gameplay.

Some elements, such as the Negro Uprising, or the possible arrival of hordes of European troops in 1917/18 may unbalance the game to a large degree. All I can say is, life can be like that, and you've got to roll with the punches. I've tried to balance this scenario as much as I can, but I'm not certain that this has always been adequate. Good luck....

Summary of Important Events

Offensive Theatre Options. Each player will get one Theatre Option in 1915 and 1916 and two in 1917 and 1918, to launch a major offensive. Once taken, this TO will increase shock for that player to **120% for two turns**. The TOs will activate at the start of spring.

For the PO mod these Theater Options have been replaced by events on variable turn range. 'Class of 19xx' units are set to disband 3 turns sooner than in the original, in order to accomodate the build-up for the spring/summer offensives

Supply Changes. Both players start with a supply of 40. In addition to changes in supply that happen as part of the fighting, or as a result of Theatre Options selected, there are a number of supply changes in the scenario. They are the same for both sides, and are as follows;

Turn	Change	Turn Range	Notes
Turn 15	-20	4 turns	Supply shortage, as economy changes to war footing.
Turn 50	+10	10 turns	Increased war production
Turn 80	+10	10 turns	Increased war production
Turn 150	+10	10 turns	Increased war production

Loss of Industrial/Trade Cities. If you lose one of the cities listed below, you will lose the listed percentage of replacements, and for some cities, that number of supply points. This is to represent the lose of important industrial and trade facilities. These cities are all marked with an * in their map name. Note that New York City stretches over two hexes (189,96 and 190,96). Both have supply and replacement losses programmed.) If the city is regained, you will not get the replacements and supply back; the fighting is judged to have destroyed it's industrial capacity.

These cities are in the PO's objective tracks. A city can be an objective for multiple formations.

Entente Cities	Lose			US Cities	Lose	
	Replace	Supply			Replace	Supply
Atlanta	2	2		Baltimore	2	
Birmingham	3	3		Boston	3	2
Bowling Green	2			Buffalo	3	
Charleston	3			Chicago	3	3
Dallas	2			Cincinatti	1	
Greensboro	2			Cleveland	2	2
Guaymas	1			Columbus	2	
Halifax	3	2		Danville, Illinois	2	
Hamilton	1			Denver	2	
Houston	2	2		Detroit	3	3
Knoxville	1			Indianapolis	3	
Lexington	2			Jersey City	3	2
Lynchburg, VA	1			Kansas City	2	1
Memphis	2			Milwaukee	2	
Montgomery	1			Minneapolis	2	
Montreal	3	2		New York 1	2	2
Nashville	2			New York 2	2	3
New Orleans	3	3		Omaha	1	
Prince Rupert	1			Philadelphia	3	1
Quebec City	2			Pittsburgh	3	3
Richmond	3	2		Portland	1	
Savannah	3	2		San Diego	2	
Seqouyah City	2			San Francisco	2	1
Toronto	3	3		St Louis	2	
Vancouver	1	1		Seattle	2	
Winnipeg	1			Toledo	2	2
				Washington DC	2	
				Williamsport, PA	2	

Plan 1914. To simulate the pre-war plans that the USA and CSA will have developed, there are a number of VPs on offer for certain locations, up until turn 19. This is to encourage players to follow the opening moves of the 'Great War' novels, without being forced to. On turn 19, as winter sets in, the original defender will get VPs for each town; these are all marked with a '+' sign in the town's map name. If the location is occupied before this turn, the attacker will cancel the defenders VPs, and will gain VPs of his own. 45 VPs are up for grabs; ignore them if you want, but make sure you can make up for it in other ways.

These cities are in the PO's objective tracks. A city can be an objective for multiple formations.

Town	Original Holder	Hex	VP Value
Brantford, Ontario	Entente	164,79	15
Morris, Manitoba	Entente	101,54	10
Big Lick, Virginia	Entente	169,103	10
Harrisburg, Pennsylvania	US	179,89	10

Naval Unit Victory Points. Capital ships of this era were objects of national pride, reflecting the strength and power of a country. Their loss is a direct blow to that pride, and to lose an entire squadron of dreadnoughts or battlecruisers would be a disaster for any country. Therefore, Victory Points will be added if the units listed on the table are destroyed. Pre-dreadnoughts, cruisers and destroyers are expendable in comparison, and will not result in a Victory Bonus to your opponent. This applies to starting naval units, not to reinforcements from Europe (should the Entente win there).

Entente Units	VPs	Notes		US Units	VPs	Notes
1 CSN Battle Sqn	10	4 dreadnoughts		1 Battle Sqn	15	6 dreadnoughts
5 RN Battle Sqn	12	5 dreadnoughts		2 Battle Sqn	15	6 dreadnoughts
6 RN Battle Sqn	12	5 dreadnoughts				
5 RN B.Cruise Sq	6	3 battlecruisers				
RCN B.Cruiser Sq	4	2 battlecruisers				
3 RN B.Cruise Sq	4	2 battlecruisers				

Background Information.

Course of the War: For those of you who've read the 'Great War' series, you will notice that the war may not follow the course laid out in the books. So, the US may not take the Sandwich Islands, and the Germans may not take Verdun. I didn't want to slavishly follow the novels, as that would lead to a predictable war, at least for those of you who have read the series. So, the event editor has been used to mix things up. This will range from a total allied victory in Europe, which may see masses of British, French and Russian troops sailing to North America, to a total German victory, which will lead to major supply penalties for the Allied player. A negotiated peace is possible, which will result in only the British armies coming to North America. Watch the news items closely, as they will indicate the shape of things to come. Most of these events will begin to have a material effect from early 1917 on. If the Entente loses in Europe, the Entente player will receive either 50 or 80 VPs, to offset the loss of supply. If the Entente wins, and the Brits, French and Russians move their armies to North America, the US player will get 50 VPs. These bonuses are to prevent the player whose allies have lost, being penalised by an arbitrary decision made by the computer.

The Map: I've tried my best to come design a 25km/hex scale map of North America, but there will be a number of inaccuracies. The biggest is the 'widening' of Kentucky, Illinois and Ontario. By the time I noticed this mistake, it was a bit late to change it. Also, getting information on vegetation, lakes and transport infrastructure (at least, for 1914) was quite difficult. So my apologies if there is a forest somewhere there shouldn't be, or I've put a desert in where it's actually fertile farmland. I can only hope the inaccuracies balance each other out.

There are a few minor changes and I did a tiny clean up (improper connected roads etc)

Borders: Some of you may notice changes to certain state borders. This is in line with the novels, where the Canadians gained northern Maine following the war of 1882. Dakota is one state, while Arizona is still part of New Mexico.

Supply and Movement. Players should remember that this is the First World War, and that supply is pretty weak. While the supply level is quite high, especially in 1914 and from 1917 on, the supply radius has been set to 1, which means that supply dissipates rapidly as you move away from your railways. In an age of horse and cart, with trucking in it's infancy, only railroads can offer you any sort of long-distance mass transit. Take care of them. Movement allowances are also very low, so you can expect to only get a few phases from each turn.

Entente Reinforcement Areas. Obviously, these are areas where Entente reinforcements from across the oceans will appear. I chose to use these as it means that the Entente player will have a choice of landing points, and will not lose units if the US captures entry ports. The minefields around them are to stop the US player from attacking them directly. There are no US supply points on these 'islands'.

The US PO will not move to these reinforcement areas

Rail Repair. Automatic Rail Repair is set to zero. If you want to fix rail lines, you'll have to do this manually. I prefer this system, as it lets you choose where to prioritise rail repairs, rather than hoping that the computer will do it where you need it. Husband your rail repair units; these boys will be working flat out to fix damage to the rail net.

Engineer formations and Army HQ formations are set to operate "independent" under the PO.

Broken Rail. If you're wondering why there's so many broken rail lines in rather improbable places, this is to give you the ability to make a sustained attack in areas that do not have supporting infrastructure. It also allows you to build lines around an enemy attack, so that if your rail network is overrun, you can build a new one just to the rear of your current line, rather than having to fall back further. So, for example, if the US takes Winnipeg, the Entente player can build over the broken rail lines to the north of Lake Winnipeg, and still have a trans-continental rail link. Unfortunately TOAW does not allow you to build roads and rail where they do not already exist; this is the best compromise I could find to simulate an ability to build where you want.

Tanks and Barrels. Barrels is the name that the US has given to tanks in the 'Great War' novels, hence the term 'Barrel Brigades'. US and Entente units activated in 1916 will arrive with a higher assigned strength, to simulate 'Tank Terror' and 'Barrel Fear'. This will eventually be amended back to normal as losses mount and troops become used to them.

Gas. Poison Gas is simulated by the use of chemical artillery units, armed with multi-rocket launchers. The replenishment rate for these is low, to reflect the time needed to build up sufficient stocks to have an effect at this level.

Divisional Strength. Some of you may be wondering why there are 768 infantry squads in an infantry division; it's an unusual number. When I was studying 1914 orbats, I noticed that the British had 4 squads to a platoon, 4 platoons to a company, 4 companies to a battalion, and 12 battalions to a division. $4 \times 4 \times 4 \times 12$ is 768. German and French battalions have the same strength as the British one, about 1,000 men. So, I used 768 as a basis for all of the 12 battalion divisions. The Russians have 16 battalions (1,024 squads), while the Japanese have 3 companies to a battalion (576 squads in a division). Otherwise, all 12 battalion divisions have 768 rifle squads. From 1915 on, divisions will transition to a ten battalion structure, with a maximum strength of 640 squads (nine infantry and a pioneer battalion).

'Conscript Class Disband Units'. During the spring of 1915, 1916, 1917 and 1918, each player will receive reinforcement units, designed to be disbanded. These units represent the call-up of each year's worth of 18 year olds. These are in addition to the normal flow of squads into the replacement pool. They are colour schemes different to those of the combat units (see the guide at the end), and have titles like 'Class of 1915- 4'. Do not use them in combat as they all have a proficiency of 1. Just disband them and let the reinforcements go into your pool. This will give a short-term surplus of infantry squads, for you to use in offensives during the spring, summer and autumn.

Change in the TOAW mod: these units will automatically disband close to turns with offensive TO's or events..

This was done to enable the PO to receive the equipment from these units.

Rifle Squads: The war will start with everyone using Light Rifle Squads, which represent 1914 infantry; basically all they have are rifles and bayonets. Nothing else. These will be replaced by Rifle and Heavy Rifle Squads as the scenario progresses. This will represent the increasing firepower of the infantry, as they acquire hand/rifle grenades and better weapons. I've included Heavy Rifle Squads to indicate those squads issued with LMGs, such as the Lewis or Chauchat. This is at odds with what is written in the COW handbook, which describes Rifle Squads as having MMGs, and Heavy Rifle Squads with HMGs. After comparing the stats for these units, I don't think my version unbalances play too much, so I've stuck with it. And for those of you who've read the books and protest that the CS troops didn't have LMGs even into 1917, well, I think Harry Turtledove might have been wrong on this one. The Brits and French had them from 1915; if they're giving the Rebs tanks and planes, a copy of a Lewis gun isn't so far-fetched.

Production Rates. Production for this scenario is based on the premise of plenty of infantry and little artillery at the start of the war, and the complete opposite at the end of it. Infantry replacement rates are fairly high up until mid 1915, when the Light Rifle Squads will transition to Rifle/Heavy Rifle Squads. The drop is about 25%, and is also reflected in the number of yearly disband units. Artillery production has been simulated by using two separate pieces of equipment for each 'real life' gun, with a much higher production rate for the second. For example, both sides have 6 Inch Howitzers from the start of the game up until mid 1916, producing at a modest rate, around 3 guns a turn. From 1916 on, both sides will transition to the 6 Inch Gun, at two or three times the previous rate.

The net result should see players fielding more and more artillery up to the end of the game, but having difficulty filling their infantry establishments.

Negro/Native Americans in CS Service: Read the books for a better understanding of why this is. In short though, the CSA has treated the Comanches, Kiowa, Creek and other tribes quite well, basically letting them have the state of Sequoyah (aka Oklahoma). As a result, they will fight to hold their lands against the US (which they hate and despise). As for the Negroes, despite the uprising (or maybe because of it), the CSA will begin to ask for volunteers once the CSA begins to run chronically short of white men. In return, the Negro soldiers will become citizens on their discharge. This is a last ditch expedient by the CSA, as they realise it's better to win with the Negroes, than lose without them. In Turtledove's books, the Negroes flocked to the colours, at least at first.

Negroes in US Service: Surprisingly, the US Army will make minimal use of black soldiers, at least for the first two years of the war. In the 'Great War' books Turtledove is quite specific that while the US Navy uses black men on combat ships, the US Army refuses to. With the very small black population in the USA, and the ingrained racism of US society (not much better than CS society), the US Army believes there is no need for Negro soldiers. This will change, as the war progresses and casualties mount. Also, for the first time, the US will have access to large numbers of black men, either POWs or civilians living in occupied territory. The US will mobilise a couple of black divisions, but not much more than this. Negroes aren't that much more happy with the USA than they are with the CSA in this timeline, and for many Negro POWs, with families still in the Confederacy (and subject to reprisals), fighting for 'the enemy' is not really all that attractive.

ANZAC/Indian Army. In the 'Great War' books, there is no mention of these formations fighting in North America. They could very well be in the Middle East or Europe. But with the US only an ocean away, Australia and New Zealand would fear it more than a Germany on the other side of the world. As long as the Entente can keep the sealane from Japan or Vladivostok to British Columbia open, then these troops can be moved to the Canadian Front. As for the Indians, I believe they would fight primarily in the Middle East in this war, but several specialist mountain brigades of Ghurkha, Sikh and Pathan troops would be appropriate. And with the Canadians so badly outnumbered, they'll take any help they can get.

Russian Army. In the Great War timeline, the Russians never sold Alaska to the United States. So, by 1914, it is still part of the Russian Empire. I believe that the Canadians, desperate for allied help to hold off the US hordes, would be more than happy to accept Russian troops. As the Russians would have as many as five or six Siberian corps in the Far East (they had five in our time), allocating one as the garrison of Alaska, and as reinforcement for Canada, would be quite feasible.

Headquarters Units. Unlike some designers, I've chosen to strip all of the combat units from my HQ units, and placed them in artillery units, or at Army level as engineer and cavalry units. The HQ units in this scenario are there simply to provide command and control, and to represent the logistics chain. To make them more valuable, there is a rather low replacement rate for support and command groups. If a HQ is destroyed, it may take a while to reconstitute, causing trouble for the combat units in the formation.

Naval Units. The Heavy Cruiser unit in TOAW is too powerful as it is stronger than the ‘Pre-dreadnought’. I’ve ‘pushed’ everything back a step, and simulated naval units as follows;

Historical Unit	TOAW Unit	Historical Unit	TOAW Unit
Dreadnought	Battleship	Heavy Cruiser	Light Cruiser
Battlecruiser	Battlecruiser	Light Cruiser	Cruiser (early)
Pre-dreadnought	Battleship (early)	Destroyer	Destroyer (early)

Mines. Naval mines in this game have been simulated with the use of stationary ‘Destroyer’ units, with ‘Coast Artillery’ icons. Once destroyed they will not reconstitute.

Naval Divisions/Brigades. With the fighting at sea raging at high intensity for most of the war, the navies of all combatants will not have spare men to use as soldiers (as happened in our timeline). However, if the enemy gets close to something vital, such as the nation's capital or one of it's major cities, then scratch units of blue-jackets will be put together, and sent to fight as soldiers. These units will only be activated when the enemy gains certain hexes. They will not be reconstituted if destroyed.

Reconstitution. I have had a lot of problems trying to get Light Rifle Squads off the first line in the TOE for infantry and militia units activated before turn 60. As Light Rifle Squads are no longer produced from that point, this means that as the inventory of them runs down to zero, destroyed units with LRS on the first line of their TOE will not reconstitute. The work-around I have come up with is to have additional disband units appear at regular intervals throughout the scenario. They all have a proficiency of 1, so don’t use them in combat directly. They are simply titled ‘LRS Disband’ depending on their turn number, and arrive every 13 turns. Each unit has 1,000 Light Rifle Squads, the idea being that you disband this unit, it dumps it’s squads into the inventory, and this reconstitutes any units waiting in the queue for these squads. In future, I may have a better solution, but in the meantime, go with this.

You may want to hold onto these disband units, if there are no units awaiting reconstitution, rather than using them to bulk up the infantry strength of your active units.

In in order to let it work for the PO these units automatically disband on the turn they appear in the original scenario. It is possible that certain units are withdrawn before they can disband.

Singing. It is not compulsory for you to sing ‘Dixie’ or ‘Oh Canada’ when you play the Entente, or to whistle ‘Yankee Doodle’ if you are playing the US. But it is recommended, as extensive tests have shown you can gain 1-2 extra combat phases.

I don't know about this but I considered including sound files of the tunes mentioned ;-)

Labour Brigades. These units will seem to be useless for anything, as they are largely made up of porter squads. They are indicated by the Airborne Engineer icon, to differentiate them from the rail repair units.

In the PO mods they are represented by the Armored Engineer icon, for the sole reason of the tracked earth mover.

I've intended for these to simulate the massive number of Negroes, Chinese, Egyptians, non-combatants etc who are used by the Entente to prepare lines of fortification, but not to actually fight. It is one area where the allies have a clear advantage, and they can be useful for digging entrenchments, especially out of contact with the enemy. Given that the Entente may be outnumbered for much of the game, they may come in handy. The ability to fall back onto 70% entrenched hexes will be very useful in some circumstances.....

Strategy and Tactics

Railways and Supply. With the supply radius set to 1, supply values decline very quickly as soon as you get away from the railroads. This means that in any advance, the defender will have the advantage, as his units withdraw over intact rail nets, while the attacker can quickly outrun the effective reach of his supply. My advice is to keep your rail units handy to support any concerted advance, and to use the rail lines as the axis of your offensives, repairing them as you go. The alternative, is to accept the very low supply levels out in 'the backblocks', knowing that this may also affect the other player.

Railways and Raiding. The flipside to the above, is that rail-lines are a valuable and quite vulnerable target. Keep an eye out for opportunities to break your opponent's lines, and seek to shield yours.

Winter Campaigns. Each autumn and winter, three Cold Front events are activated, which will change the weather from Cool to Frozen 2 in Canada, and from Warm to Cold in the CSA/California. While this does not make it impossible to fight during the winter, it can make it difficult, as snow, mud and cold hamper movement and supply. My advice is to use the winter period to rest your units, and to keep any attacks to a minimum. Wait until spring before you attempt 'The Big Push' that will either win you the war, or shift your general's drinks cabinet 6 feet closer to your ultimate goal.

Riverine Units. These units have the potential to have a huge impact on your game, especially in the Mississippi region. As far as the game is concerned, these units can move from New Orleans right up into West Virginia, Montana and into eastern Sequoyah. It can be a real pain in the neck if you allow the enemy to slip a river unit in behind you. The ability for the enemy to do this to you (and this is a double edged sword, as both sides have a number of riverine units) has been curtailed to a degree, by the large number of river forts blocking movement. I believe this would be a logical development for both the US and the CSA (and the Canadians, along the St Laurence).

If those forts are destroyed or if you are advancing into enemy territory, you may need to fortify the river using an infantry unit or similar. This is up to you, but my advice is to watch the rivers closely.

Reconstitution of riverine units was a problem. They only reconstitute on map edge hexes. Therefore I had to create areas on the right and at the bottom of the map.

Forts. Players may disband these units as they see fit; this was quite common in our WW1, especially in 1915. Just be careful that the forts you disband are ones you can do without. If the enemy waltzes into your capital with a cavalry brigade because you've disbanded the fort defending it, then you deserve what you get.

Phases. Movement rates are very low in this game, with even cavalry divisions only getting 10-12 movement points. This means you can often expect only 2-3 phases each turn. Make the most of them.

Patience. This is a very long scenario, played at WW1 pace. If you don't defeat the enemy by Christmas 1914 (and you probably won't), dig in and build up your strength. The player who wins this scenario is the one who can continue pressing on the vital fronts, year after year, taking care to minimise their losses (and yes, it is possible for the Entente player to win the attrition battle). Over time, if you have allowed the enemy to wear himself down, while conserving your strength and making limited offensives, you will find it easier to break that line until finally, your opponent has nothing left to block the gap. Aim to take some of those industrial cities in 1914 and 1915. The effects felt by the loss of these will add up over time.

Changes

Although I've spent over a year playtesting this scenario, it is certain that bugs will remain. And even if those bugs are few in number and minor in impact, there may be major balance issues that need to be resolved which only extensive playing can highlight. If you have any comments or feedback, e-mail me at 'tanewoodley-at-hotmail.com'. I'll collect and collate a lot of these, and in a year or two look at updating this scenario.

I found and corrected a few small things: US X and XII corps had to switch names to be in line with the OOB and deployment. Two events pointed to a wrong trigger, maybe a result of converting from COW to TOAW.

Acknowledgements

I'd like to take the opportunity here to thank some people, without whose assistance 'American Front- 1914' would be a lot less than what it is. So, in no particular order, I'd like to say g'day and thanks to; Bill Lott of Virginia, for playtesting, a lot of advice on the map, and some good historical/cultural information.

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Chris McFarland, from Oakhurst, California, for playtesting assistance.

Finally, I hope that 'American Front 1914' is a scenario you've enjoyed, and one you'll recommend to other TOAW gamers.

Cheers, and good luck,
Tane Woodley (aka Felix)
Wellington
New Zealand 2005

PO mod with Tane Woodley's kind permission. I enjoyed bringing his fascinating scenario to life.

Silvain Domen aka Silvanski, March-April 2007

House Rules. I don't really like the idea of house rules, but there are some things that can't be programmed in. The House Rules have been broken into two parts, those I think are essential to maintain the scenario, and those I recommend as add-ons, should players agree to them.

I am not a huge fan of house rules, yet they are necessary to avoid ahistorical or flat-out unrealistic representations of a campaign.

It's near impossible to let the PO follow all of these rules. Wherever possible, restrictions have been placed on the PO.

'Essential' House Rules

Garrisons and Rear Area Security. All captured cities with an '*' in their name must be garrisoned, with at least an infantry/security brigade (a single cross on the icon). For this purpose, two regiments equal a brigade. These units must remain in place, and can't be used to chase after guerillas or raiders.

Abolished as the PO won't be able to follow this rule and it would require additional garrison units in the OOB

A US Army in Utah. The US player may not base units in Utah, until after the Mormon uprising. Once the news string announces the revolt, US troops are allowed to remain in the state for the remainder of the game. Prior to this, US units may transit the state by rail only. If the Entente player sends regular troops into Utah, from Canada or the Confederacy, prior to the uprising, then this rule is cancelled. If the USA reoccupies Salt Lake City, an infantry or security

division (or two brigades) must remain in place, as an occupying force. It can't be used to chase after guerillas or raiders.

There's a temporary exclusion zone around Utah, to be lifted when the Mormons rise up.

A Entente Reinforcement Areas. Obviously the US player should not under any circumstances move units onto these areas. I've tried to make this difficult, but just to clarify the situation, don't. If you do, you're cheating.

The US PO doesn't have objectives in these areas

A Confederate Army and Air Corps. These units may not serve in Canada; they will only fight in the southern theatres of operations (including Mexico).

For the army it was no problem to implement this. It is possible for the odd air unit to appear in the North as a result of evacuation due to airfields being overrun.

A Confederate State Militia. These units may not serve outside of their home state, unless the inhabited parts of that state is in US hands (defined as all built up urban, urban, cropland or open hexes; forests and hills don't count for this). If this happens, they must serve as close to their state as possible (ie; if Kentucky is occupied by the US, the KY militia brigades can fight in Tennessee, but not in Sonora or Texas).

The objective tracks for these formations have been set up to only include objectives in their home state.

A Canadian Army and Air Corps. These units may not serve outside the Canadian theatres of operations; the Canadians will not send troops to fight in Virginia when their own survival is at stake.

I tried to keep the PO to obey this rule. Again, an air unit retreating from an attacked airbase may appear outside its designated theater

A British and Imperial Army and Air Units. These troops may not serve outside of the Canadian theatres of operations until 1 Jan 1917. The main focus of these units will be in protecting Canada. They may serve in the Confederate theatres in 1917 and 1918 because this is when the British Armies from the Western Front will arrive, should the war in Europe permit. Canada does not have the infrastructure to supply all of these units, and as such, many of them can be sent to the CSA if the Entente player wishes. If Vancouver and Prince Rupert are taken by the US, Australian, Indian and New Zealand units may be sent to fight with the CSA and Mexico.

PO is set up in order to try to keep by this rule. The British formations entering in 1917 have objectives beyond this rule

A Mexican Army and Air Corps. The Mexican government is only prepared to use it's army in pursuit of it's own national objectives, in this case, regaining parts of New Mexico and

California. Therefore, the Mexican Army may not serve further east than the states of Texas, Colorado or Utah. It also may not serve in Canada.

PO is set up for this one but again there's no certainty that an air unit will obey this rule

A Mormon Rebels. These units may only fight in the states of Utah, Montana, Idaho, Nevada, Colorado and Wyoming. At least 2/3 of the Mormon Army must stay in Utah (defined by the number of infantry units), unless the inhabited parts of the state is in US hands, or other Entente units have reached Utah to help the Mormons.

Mormon units under the PO will try to capture US depots in neighboring states, but are further restricted to Utah

A Negro Rebels. These units may only serve in their home state, or if that state is completely taken over by Entente forces, one state over. So for example, the rebels in Virginia can retreat into North Carolina, but they may not move all the way back to Florida. If forced out of the next state, they must be disbanded, as the rebels melt away and return home.

PO set up for this one

A Guerillas. These units may only serve in their home state, or one state over. For example, New York Guerillas can fight in Connecticut or Pennsylvania, but not in Ohio or Kansas. They may not move into territory that was enemy held, pre-war. For instance, the New York Guerillas may not move into Virginia or Ontario.

PO set up for this one

A Shipping Channel. This is the two hex wide, deep water channel at the bottom of the map. This will allow you to move ships and units from the Atlantic to the Pacific, and vice versa. There should be no attacks of any sort in this channel, and it may not be blocked.

The PO will use its naval units to attack or bombard at will, so this is a tough one to follow.

Players are advised to keep by this rule to avoid PO attacks.

The same goes for the riverine reconstitution areas

A Tank/Barrel Units. These may only advance into an enemy held hex if they are accompanied by an infantry unit. The tanks of this era were incapable of long distance thrusts, and this rule prevents them being used in a 'blitzkrieg role'.

Use your tanks as you like. After all the PO will do the same.

Recommended House Rules.

Landing from the Sea. Landing troops on an enemy shore is legal and allowable. However, these troops must be either infantry, marines or cavalry. They may not be militia or National Guard. If you're going to land troops to indulge in a little rear area mayhem, you don't send fifty year old reservists or a labour brigade.

PO set up for this, but there is no guarantee that he'll comply with this rule

Rear Area Raids. You must use infantry or cavalry to conduct raids into the enemy's rear area. As with sea landings, armies don't send headquarters, engineers or security forces haring off into the enemy rear to blow bridges and wreck rails. A raid is defined as any advance into enemy territory of more than two hexes. Raiding is a fine and honourable thing; just use the right troops for the job.

There is no guarantee that the PO will comply

'Soak Off Attacks'. These are attacks when a minor unit, backed up with heavy artillery support, makes attacks on much larger units, for the purpose of wearing away supply and readiness. These are prohibited in this scenario.

Again one where you have not much certainty about the PO's intentions

Dividing Units. I do not believe that, on a 25km/hex map, battalion sized units should have any effect. Brigades and regiments are really pushing the lower limits as it is. Therefore, players may not voluntarily divide brigade and regiment sized units into battalions; brigades may only divide into two (forming regiments) and regiments may not divide at all. If a brigade is broken down into battalions in combat, these battalions must stay as close together as possible, preferably in the same hex, and re-combine at the first opportunity. 'Ant' units will only distract from the reality of the scenario. The sole exception to this rule are Guerrilla units, which may break up into battalions, and move independently.

Command and Control. This is to simulate not just the crude command and control arrangements of the day (guys on horseback/in cars and frequently cut phone lines) but also the logistics chain. The Army and Corps HQ units are there to provide the logistics train supplying the combat units. I can't simulate this easily, so a house rule has been added. Units outside the command distances listed below must either remain stationary, or move to within range of an HQ. Units moving by rail or ship may move out of command range, but should disembark within range of a friendly HQ.

- a) All infantry/marine divisions and corps artillery units must be within 4 hexes of a Corps or Army HQ (any HQ of the same nationality).
- b) All cavalry divisions must be within 12 hexes of a Corps or Army HQ (any friendly HQ).
- c) All Corps HQ units must be within 12 hexes of an Army level HQ or a supply point. They can't advance into an enemy held hex.
- d) Army HQ units may move anywhere on the map, except into an enemy held hex (no raiding with HQ units.....).
- e) Other units attached to an Army formation must be within 8 hexes of an Army level HQ. Units of the following specific formations may also move independently;
 - i. CSA Army of Sequoyah, until the Army HQ is activated.
 - ii. CSA Army of Texas, until the Army HQ is activated.
 - iii. Canadian 55th Mountain Brigade (British Columbia), until the Mountain Group HQ is activated.
 - iv. US Mountain Brigade (Washington State), until the Corps HQ is activated.
 - v. US 14th Army (Kansas) until the Army HQ is activated.
 - vi. Mormon units may move independently within the state of Utah, drawing their supply from the willing populace. As soon as they cross the state border, they must be within 4 hexes of their HQ.
 - vii. Marine and Naval Infantry units may carry out naval landings outside of command range.

Once they move 4 hexes away from the initial landing hex, they must be in command range.

- f) General Reserve, Reserve Artillery and Support Command units may move independently, and do not adhere to the above.
- g) CSA State Militia, Guerillas and Negro Rebels may move independently, subject to the 'Home State' rule limiting their deployment.
- h) Coast Defence, Naval and Border troops may move independently, and do not adhere to the above (includes Naval Infantry).
- i) There is no limit on the number of units using a single HQ to meet their command range requirement.
- j) Confederate, Mexican, Russian, Japanese and Franco-Belgian units must be within range of a unit of their own nationality. British Empire units may be within range of any other Empire HQ.

The rule of thumb with this is, if a unit has a HQ unit in it's formation, it needs to remain within a certain distance of a friendly headquarters. If it doesn't have an HQ in its formation, it's free to roam. The intended effects of these rules include the following;

- Cavalry will be used for raiding, rather than infantry (more MPs, and a greater command range).
- Marines and Naval Infantry will be favoured for naval landings and raids, simulating their historical role. Army units will need to be accompanied by a Corps HQ.
- Army and Corps HQs will be spaced further apart to provide command breadth across the front.
- Army HQ units will remain on the 'friendly' side of the line.
- Corps HQ units will not be exposed; if they are destroyed, an advance may halt until another one is brought up to provide logistics support.
- Deep, penetrating advances will not be possible without logistic support simulated by the presence of Army and Corps HQ units.

Common sense and the fact that HQ's help in supplying the units under it's command will make most players keep their formations as coherent as possible. The PO generally coordinates his formations rather well but again, it's good ol' Elmer and he'll handle every situation as he likes.