

1US PLAYER NOTES: AMERICAN FRONT- 1914

Correct as at 10 September 05.

Important Events.

Increase Conscription. From **turn 26** you will be given a Theatre Option to increase the rate of conscription. If you accept this, the numbers of men called up from industry and farms will increase greatly. This will increase the size of the US Army by 27 infantry divisions by 1917, but will lower your replacement rate by 5% and your supply rate by 10 points (over time). Men who are in uniform and in the trenches will not be able to manufacture munitions or grow food. So you have to decide if you'd prefer a larger army or a better supplied one.

For the PO 50% chance that this will happen.

Barrels. 'Barrels' is the term Harry Turtledove gives to the US tanks; a Barrel Brigade is a tank unit. The first Barrel units will enter service in mid-1916 with higher assigned strengths, which will drop over time. This is to simulate the effect of 'Barrel Terror' on troops unused to such monstrosities.

Seaborne Attacks and Supply. You have a limited ability to launch seaborne attacks, using your 'Sea Transport'. There are five places where a supply point will be activated for you, listed below. If you launch an amphibious invasion elsewhere, the attacking troops will have to rely on whatever supply comes through the port as transport asset sharing.

Supply Point Location	Hex
Yarmouth, Nova Scotia,	213,71
St Lawrence River	197,55
Corner Brook, Newfoundland	234,46
Norfolk, Virginia	183,104

Some PO formations might attempt this some time

Negro Uprising. At some point in late1915, the Negroes of the CSA are going to rise up in a great rebellion. The Entente player may be preoccupied putting down the rebellion, hunting the myriad of Negro units (from 36-48 brigade sized units). Use them to seize and hold vital rail junctions and towns, or to cause as much damage as possible. It will be some months before the Entente player is able to destroy the Negroes, if he succeeds at all. Only the guerrilla units will reconstitute, the irregular units will not come back once they are destroyed.

Mormon Uprising. The Mormons in Utah are not very happy with the US Government. In fact, they're pretty pissed off., and you will have some trouble there. However, you may not base troops in Utah until you receive the news string announcing an uprising. The Mormons will get the jump on you in this, and you can't spoil it by garrisoning Utah from turn 1. You may transit through the state by rail (not on foot) until this point, but you may not end a turn with any units in Utah. Once the uprising occurs, this rule is cancelled. You will need to place a division (infantry or security) in Salt Lake City on permanent garrison duty should you recapture it.

Background Information.

Initial Dispositions. The initial positions of the US Army reflect those set out in the ‘Great War’ novels. The US strategy is one of all out attack. Therefore, the 1st, 2nd and 3rd Armies are preparing to invade Kentucky, the 4th Army in West Virginia is preparing to attack through the Roanoke Gap into Virginia, the 6th Army is preparing to invade Quebec, while the 7th Army is to attack Ontario. The 8th Army will attack Manitoba, the 10th Army will invade Sonora on the Pacific Coast, and the 11th Army will invade British Columbia. The only defensive operations are the 5th Army in Maryland, the 9th Army in Missouri, the 12th Army in New Mexico and the defences along the Kansas-New Mexico and Dakota-Montana borders. As soon as the war starts you can of course carry out your own strategy, but this is why the units are where they are. The thought is that the USA is strong enough to over-run Canada and the Confederacy simultaneously.

The US PO will more or less follow objectives along this “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 the US offensives. In the long term this seems to work.

Army Size. The US Army in this scenario will reach about 180 infantry divisions by 1918. If this seems small to you for a nation of 62 or so million, well, it is; the Germans mobilised 241 divisions from roughly the same population. In my opinion, the USA will not be able to conscript as many people as their German allies. Firstly, the Germans ruined their economy in WW1, partly by conscripting too many of their workers; I think the Yanks would do a better job in that area, but a working economy means fewer soldiers. Secondly, the Germans had access to millions of Russian POWs and hundreds of thousands of indentured Belgian and French workers. With both the CSA and Canada having very low population densities, this is not an option for the USA. So, to keep the economy and the munitions industries ticking along, the US will not be able to withdraw so many men and put them into the Army. Having said that, you will still have slightly more units and guns than the Entente player, but not so many that you have an overwhelming advantage. Use your numerical edge wisely.

Infantry Division Types. The US Army in this scenario is based on the German Army of WW1. Therefore, there are three types of infantry divisions, similar to the Germans;

US Army	Naming	German Equivalent	Soldier's Ages
Regular	Numbered, e.g. 4 th Infantry Div	Regular	20-24
Reserve	Titled; e.g. 4 th Reserve Div	Reserve	25-32
National Guard	Titled; e.g. 4 th Nat Guard Div	Landwehr	18-19, 33-45

The Regular divisions have the best equipment, more up to date training and younger troops, so they will perform better (at least at first anyway). The Reserve divisions have lower quality equipment, as well as older troops with obsolescent training. The National Guard units, made up of men in their late thirties and forties, are really only intended as garrison troops, or to hold quiet sectors in the line. Use them for attacks if necessary, but they will not usually perform as well as the Regulars. The differences between the Regular and Reserve divisions will blur over

time as the war goes on. By 1917, they should be different in name only. Initial proficiencies are somewhat randomised, to allow for 'crack' divisions.

National Guard. You'll notice that some of the National Guard units have 'SEC' icons, while some have infantry ones. They are exactly the same units, the only difference between them being one of role. The 'SEC' ones are meant to be for rear area security, while the infantry-iconed units are intended for the front line. They will serve equally well in either capacity.

US Marines. The US Marine Divisions are part of the Navy, hence their colour scheme. Their proficiency reflects their traditionally elite status within the US military.

Conscript Class Replacement Units. Your conscript class units will appear in Nebraska, between hexes 90,63 and 98,64. You will receive 19,000 Light Rifle squads (1915) or 19,000 Rifle/Heavy Rifle squads (1916-18) each spring. Disband them rather than use them directly.

These units will not appear on the map but disband automatically at the appropriate turn, announced by a news string.

War in Europe. Keep a close eye on the news reports from the rest of the world. If the war in Europe starts to go badly for the Germans, Austrians and Turks, then there is a good chance that when the war there ends, the British, French, Russians, Japanese and even the Belgians will come across to North America. If this happens, you will receive a number of extra divisions and corps (as well as an extra Army HQ and units), for a 'Last Chance' offensive before the Europeans arrive. Use these how you see fit, either for an attack or to hold the line against the coming offensives. If the Germans win in Europe, then the Entente player will find their replacement and supply points greatly reduced, giving you a much greater chance to finish him off. If the war in Europe is a draw, then only the British will move across to North America.

US Pacific Fleet and the Attack on Pearl Harbour. At the start of the game there will be an off board battle for the Sandwich Islands (Hawaii), between the US and British Pacific Fleets. If you win, then the bulk of the US Pacific Fleet will remain in Hawaii, and you won't see them for the rest of the game. If you lose, the fleet will appear (having returned to harbour). The Entente player will also gain units belonging to the British Pacific Fleet, as well as a number of 'raiding brigades'. You will need to consider the effects of raids on your West Coast if the Entente retain their control of Hawaii.

US Aircraft. The aircraft in use with the US air units are all German. In the books, much of what the US uses is based on German designs, as the air war in Europe is much more intense, and therefore has a much quicker R&D cycle than in North America. Also, TOAW does not offer any US aircraft for this period, so I've had to use German ones. Still, your Albatrosses and Fokkers are good enough to let you take on the Confederate and Empire air units.

Game Advice.

Interior Lines. One of the biggest advantages you have will be your interior lines of communication, and a homogenous army. You can easily shift troops from Maryland to Ontario,

or vice versa. This is very difficult for the Entente player, and allows you to concentrate your strength for offensives, or to meet enemy ones. In this game it is important that you concentrate your strength for big attacks. Your interior lines mean you can hold the line in say, Quebec and Manitoba, and concentrate troops in Kentucky.

Negro Rebellion. In late 1915 there will be an uprising throughout the CSA, as disenchanted negroes rise up against their oppression. This will give you an excellent opportunity to push forward. Firstly, the negro rebels will be able to cut rail and road links across the eastern and central CSA, making it very difficult for the Entente player to reinforce endangered sectors. Secondly, the need to put down the rebellion will draw CS reserves and units away from the front line, making it easier for you to attack with the US Army. The rebellion can also be directly supported by US troops moving by sea to Georgia, North Carolina etc. There will be a large number of supply points activated, so units sent there will not be out of supply. If you do choose to do this and establish a permanent beach-head, you will want to capture a port, otherwise chances are that you will not be able to reinforce these units in time.

Lake Champlain Squadron. This unit, up near the Quebec border, starts out on the open lake, as it can't be placed directly into port. Move it into port on the first turn, otherwise the Canadians will sink it immediately.