

Activation Goals

- + - The French should not be able to just start running
- + - The Austrians should not be able to pick the French apart
- + - The French should not be able to pin the Austrians in the bridgehead
- + - The Fortname should be defensible (for a while)
- ? - The pace should set up the end game
- ? - Multiple interesting lines of play
- + - Escalating process: slow at first, then accelerating
- + - Rate of acceleration should be tied to Austrian activity
- + - A moderate Austrian pace up northern road
- + - Game play should not be too dependent on random set-up (local 4 and the northern road in particular)