TOTAL WAR
GRAND OFFENSIVE

The leaders of the armed forces from the ranks of whom the strategist of the future war will arise, are not allowed to restrict their activities to the purely military sphere. They have to prepare the entire forces of the nation for war, even in times of peace. This is the only way to assure the future victory. Der totale Krieg — Generalquartiermeister Erich Ludendorff

BIGGER GAMES — BIGGER VICTORIES!

There comes a point in every gamer's life when he wants to do something big! *Total War* is designed to do just that—put big armies on big tables. Instead of a mere company, you can field your entire collection at once.

Just think, thousands of points of *Flames Of War* troops arrayed across a large table, two or more companies under your command. The infantry holding the line on the right while the tanks advance forward on the left. The ebb and flow of battle begins, your tanks rolling up the enemy force as it advances on the left, your gallant infantry first holding the line then surging forward on the right.

With the battlegroup rules you have the chance to put any size force on the table and go head to head with someone else. There is no limit to the points you can field, so long as the table is large enough. And how much better are the bragging rights once you have beaten your enemy on a 20 foot/six metre-long table?

Total War also gives you a chance to change the flavour of your games. Get a bunch of friends together and play a big multi-player game. Instead of facing your friends across the table, join forces with them to take on another team of friends. Order some pizza and drinks and make a real event of it!

MOBILISING YOUR ARMY FOR TOTAL WAR

In *Total War*, there are no limits. You mobilise every resource at your command and throw everything into the battle.

Total War divides your force up differently from normal. Your force becomes a battlegroup in which your combat companies only contain the combat troops. All of your support is separated into a combined support group. This allows your support troops to operate where it is most needed.

This allows you to keep your artillery together at the back of the table, while supporting your attacks with all of your heavy tanks. Since they aren't part of a combat company, you can use them wherever they are most needed.

Meanwhile your combat companies can get on with their assigned tasks without worrying about what's happening to their artillery or anti-tank support half a table away.

BUILDING A TOTAL WAR FORCE

The essence of building a force for a *Total War* game is simply to combine two or more normal *Flames Of War* companies together into one combined force.

The easiest way to do this is to split the available points between the companies (with at least 1000 points in each company) and build them as you would for a single company game.

Having done this, you then take all of the Support Platoons for the combined force and put them in the Support Group, leaving the remaining HQ, Combat and Weapons Platoons to form your Combat Companies.

COMBAT COMPANIES

In *Total War* a combat company is just the core of a normal company (or Soviet battalion). It must have a Company HQ and may contain any other Combat and Weapons Platoons the company is allowed, just so long as it has all of the necessary Combat Platoons.

Your force must include at least two of these combat companies, but may not have more than one combat company for each 1000 points in the force. This means that you can have two or three companies at 3000 points or more, two to four companies at 4000 points or more, or two to five companies at 5000 points for example.

TOTAL WAR

In *Total War* there is no limit to the size of game. While bigger games will take longer to play, adding more players will speed thing up.

2000 to 5000 points

This is the ideal size for a one-on-one *Total War* game. With one or two players per side the game could take a full afternoon or evening.

5000 to 10,000 points

With more points, you need a lot more time or teams of two to four players per side. Set aside a whole day.

More than 10,000 points

A marathon event this size will keep two teams busy for a whole weekend!

SUPPORT GROUP

Everything that is not in your Combat Companies is your support group. Normally this will be the combined Support Platoons of all of your companies.

In a scenario-based game, you can relax the support restrictions to reflect what actually happened in a specific battle. There are many occasions in war where strange things happen, such as British Crocodile flame-throwing tanks being sent to support the US Army during the siege of Brest. In scenarios like this, you could find just about anything being added to the support group of a force.

WARRIORS

Where would an all-out war be without heroes? In *Total War* you can field as many Warriors that you want, as long as there is only one of each Warrior and they are fielded with the Combat Company that they are normally fielded with.

AIR SUPPORT

Air support is allocated to a mission, not to a particular unit fighting to fulfil that mission. This allows this highly mobile resource to be used in the most effective place on the battlefield. As a result, only one of the Combat Companies in your *Total War* force may take Air Support.

PANZERKOMPANIE
Company HQ
Combat Platoons
 Panzer Platoon
 Panzer Platoon
Weapons Platoons
 Armoured Anti-aircraft Platoon
Support Platoons
 Panzerpionier Platoon
 Armoured Artillery Battery
 Rocket Launcher Battery

YOUR SUPPORT GROUP
Combine all of the Support platoons from your force into a single Support Group.

SUPPORT GROUP
Panzerpionier Platoon
Armoured Artillery Battery
Rocket Launcher Battery
Heavy Mortar Platoon
StuG Platoon
Sporadic Air Support

STURMKOMPANIE
Company HQ
Combat Platoons
 Sturm Platoon
 Sturm Platoon
 Sturm Platoon
 Sturm Heavy Platoon
Support Platoons
 Heavy Mortar Platoon
 StuG Platoon
 Sporadic Air Support

COMBAT COMPANY MORALE

In *Total War* all of the companies fight together. They know they can rely on their neighbouring company to help them if they run into difficulty. This makes them less concerned about setbacks in their area, knowing that they are helping create gains elsewhere.

COMPANY MORALE CHECKS

When you have a large number of platoons and companies on the table, you need a simpler system to determine when a company needs to take a company morale check. The combat company morale rules do not require a combat company to take a company morale check until they are reduced to a single platoon.

Secure in the knowledge that the rest of the battlegroup will support them, a platoon is willing to fight on until it is all that is left of its company.

While an independent company in a normal Flames Of War *game takes a Company Morale Check when it is below half-strength, in* Total War *a Combat Company only takes a Company Morale Check when it is reduced to a single Combat or Weapons Platoon through having a platoon Destroyed.*

The company still takes a Company Morale Check in the Starting Step at the start of every turn once the company has been reduced to one platoon through casualties (whether the surviving platoon is on the table or not). As usual, the Company Morale Check is automatically failed if there is no Company or higher Command team to take the test.

COMPANY MORALE CHECKS

A Combat Company takes Company Morale Checks when it is reduced to one platoon (rather than when reduced to half-strength).

SUPPORT GROUP

Because they can be scattered across the whole table, it is difficult to keep track of the condition of the support group. Perhaps more importantly, the artillery should not run away just because the heavy tanks have been destroyed, nor would the heavy tanks run away with the loss of the artillery. As a result the support group will fight to the last.

As a disparate collection of platoons from widely scattered units, the troops of the support group are used to looking out for themselves.

The Support Group never takes Company Morale Checks. Platoons that are part of the Support Group will fight on regardless of casualties to other platoons.

SUPPORT GROUP MORALE

The Support Group does not need to take Company Morale Checks.

TOTAL WAR AND TOURNAMENTS

Total War forces cannot be used in a *Flames Of War* tournament.

FOUGHT TO THE LAST

With the large forces used in *Total War*, battles do not end with the destruction of the first company to die. Instead, forces fight down to the last company.

While the knowledge that other companies are there to help out keeps a company going when things get rough, being the only troops left is equally dispiriting to the last surviving company.

Unlike normal Flames Of War *games with a single company, a* Total War *game does not end when a Combat Company fails a Company Morale Check.*

The game continues until one side starts their turn with either:

- *No Combat Companies with platoons still on the table, or*
- *No Support Platoons left on the table and only one Combat Company with platoons still on the table.*

Check this in the Starting Step immediately after Company Morale Checks.

FOUGHT TO THE LAST

The game ends when you have no Combat Companies left or no Support Platoons and only one Combat Company.

**German
Infantry Assault Badge**

STRONG COMBAT COMPANIES

While most companies only require two Combat Platoons, our playtesters have found it well worth paying for a third platoon.

As you will discover, a company made up of only two platoons can be fragile in *Total War* as the loss of either platoon will cause a Combat Company Morale Check. We have found that adding a third platoon (even if it is just a small scout platoon or anti-aircraft platoon) gives the company a lot more resilience.

PLANNING TOTAL WAR

Your tanks have smashed through the enemy's defences. Your friend's infantry company has forced its way through the town. He has cut off the only remaining enemy reinforcements with any chance of stopping your well-planned offensive. Teamwork has brought you victory!

Total War is all about trying something new and different. It's your chance to put more models on a table than you've ever done before. It's your chance to find out just how nasty a whole company of Tiger heavy tanks is, and to find out if they can stop a whole battalion-sized combined-arms task force or even an entire regiment of Stalin heavy tanks!

With *Total War* you can play bigger games with more friends than you have ever played before. In the end though, what *Total War* is really about is having even more fun!

PLANNING

Like most things, *Total War* battles run more smoothly if you do some planning beforehand. While you can set up a small *Total War* game on the fly, the size of the forces and the number of players involved in a larger game requires a bit of organising ahead of time.

The most important thing to organise is a place to play. Since *Total War* games usually take longer than the usual game, you may need to book a table. Make sure you inform the store owner or club organiser how long you need the table for. If you are playing a really big game, you may need to book a hall or get a store owner to put all of their tables together for a big event.

Once you have arranged a table, make sure that you tell all of your players when the game is and what they are expected to bring in the way of terrain and forces.

PICKING FORCES

You need to make sure that your players know what type of army they need to build and bring to your battle and to give them time to put it together. Team games should range from 2500 to 4000 points for two player teams to 3000 to 6000 points for three or more player games. If you go beyond 6000 points, you may need a bigger table and more terrain (not to mention more time!).

There are two ways of organising this. You can either give each player a points total to build their force and then combine them on the day, or can have the players get together to create a single integrated force in which each player's company has a designated role.

CHOOSING A THEME

While you can just tell everyone to bring along a force, it can be much more fun to choose a theme for the game. This could be a historical battle or an interesting tactical situation that you have created a scenario for.

You can take a theme as far as you like. You could just theme the terrain and the forces to generally match a particular battle, or you could go the whole hog and create a couple of centrepiece terrain features with some scenario special rules and do some research on what actually fought at your battle. Your theme could be as simple as 'You take a tank and an armoured infantry company, and we will take some paratroopers with some tanks and infantry coming to the rescue.'

Regardless of how far you choose to take your theme, spend a few minutes discussing the game and set a few guidelines. That way both sides can have specific objectives to accomplish and can build their armies based on how they believe they can win the battle.

TRY THINGS OUT

Total War is also a great way to try out units you wouldn't normally take.

Units like a full self-propelled artillery battery or a full platoon of *Elefant* heavy tank-hunters that cost lots of points can be a bit expensive for smaller forces, yet they fit nicely into a large *Total War* game. Taking plenty of big nasties like these make your force really hard. Of course, they also chew up points and can leave you open to being outmanoeuvred on a larger table. This makes for an interesting challenge as you try to balance your unstoppable punch with just enough troops to hold their flanks!

Even low-points units change in bigger battles. Hordes of medium tanks get really big and massed infantry formations positively enormous! Unfortunately, the enemy has even more weapons to chew them up, so you'll need some really tough support to cover their advance too. Think about how much time you have before you create too big a horde, it can take a while just to move all of your models!

Other equipment like trucks and half-tracks have a relatively limited role on a smaller table, but can prove invaluable for moving infantry and guns into position on a big table. Likewise, long-range anti-tank guns and artillery come into their own when there is enough space for the enemy to avoid their shorter-ranged cousins.

MULTI-PLAYER GAMES

Total War is ideal for big multi-player games at the club or in your local store. Have everyone bring a force, then divide players into two teams with roughly the same number of players and the same number of points.

Big multi-player games are great when you have lots of players and not enough tables. Push a couple of tables together and you can have a awesome game with six or eight players without taking up much more space than a normal two-player game.

If you can, let everyone know when the game is and pick their teams in advance.

TEAM GAMES

In a team game each player commands their own force. Although all of the players' Support Platoons are pooled in a single Support Group, each player will normally command their own Support Platoons. If they want to, they can loan their Support Platoons to other players, or even mass them under a single commander.

All players on the same team take their turns simultaneously, completing their Starting, Movement, Shooting and Assault Steps together at the same time.

Any special rules that apply to a player's force only apply to their own troops. Any Warriors that they field can only join that player's own platoons and only affect their own troops.

TERRAIN

Pick terrain which is compatible with the type of armies you are using. Armoured forces need open terrain to manoeuvre while infantry can fight better in rough terrain and close quarters. Lots of forests and towns with large armour forces will slow down your date with destiny considerably.

Before you consider the table-size, the type of terrain, and terrain set-up you need to take into account the army size, playing area, mission, and time allowed in playing the game.

TABLE SIZE

Large tables offer a great place to fight a large battle. Picking the table to match the battle will give your battle flavour, multiple tactical options, and more realism.

Don't forget to provide space off the table to move around and a place to store your armies before they enter the battle.

TYPE OF TERRAIN

With larger tables, it is important to consider how much terrain you use and how it is laid out. You might need to pool terrain together to fill out a large playing area. Bigger tables and bigger forces also mean bigger terrain features.

A forest may need to be big enough to engulf an entire company while villages should be large enough to force movement through them instead of around them. Roads and rivers become dominant terrain features so be careful in their placement. You can cut off an entire board section with an ill-placed river giving one side a safe area behind the river and forcing movement away from the river into a smaller area of the battlefield.

Matching your terrain to your battle and its size is important. Ensuring players are afforded the opportunity to bring the right forces for your terrain board will increase the fun of fighting a large battle.

TERRAIN SET-UP

Group several woods together to make a larger wooded area and cluster houses to form one or more villages. This allows more scope for whole companies to get involved in a fight in the woods or in clearing a village generating more drama in the game. Remember though that big woods and big villages bring big fights. If that is what you want then go for it.

Combining terrain is also beneficial. Placing a village next to woods will enhance the battlefield. It will provide a major terrain feature to confront the tactical guile of your players.

Make sure your terrain facilitates the battle you want to play. If you want to use rangers have obstacles for them to conquer. Paratroops need a landing area they can hold.

Simulating real world terrain is also exciting. Aerial photographs or military maps can help you set up historical battlefields. Hills, roads, woods, and rivers become even more meaningful when they are real.

Finally, never leave a big void in the centre of the table, as it will become a deadly killing field that will stifle manoeuvre.

Soviet Order of the Red Banner.

INTER-ALLIED COOPERATION

Most armies, despite the best will in the world, find it impossible to cooperate as closely with their allies as they would like. Different languages and doctrines combine with incompatible equipment and procedures to render close coordination impossible.

Companies and platoons from the armies of different countries are allied companies and platoons.

Independent teams cannot join allied platoons. They can only join platoons from their own country.

Teams cannot spot for an allied artillery battery that is attempting to fire an artillery bombardment. Only teams from the same country can spot for an artillery battery.

ALLIED COMPANIES

Independent teams cannot join allied platoons and teams cannot spot for allied platoons.

SOVIET DOMINATION

The Soviet Union completely dominated their alliances with the countries that fought alongside them on the Eastern Front. Even in the nominally independent armies fighting alongside them, attached 'advisors' often had the last say on how the battle would be fought.

A force is Soviet Dominated if it has more Soviet Combat Companies than British, German, or US Combat Companies combined.

In a Soviet Dominated force, Soviet Independent teams can join allied platoons. Independent teams from the dominated allies still cannot join Soviet platoons.

SOVIET DOMINATION

The Soviets dominate a force if they have more Combat Companies than the rest of the major powers combined.

Soviet Independent teams can join allied platoons in a Soviet Dominated force.

ANGLO-AMERICAN FORCES

The British and US forces worked more closely together than any other allied countries. They achieved a degree of cooperation that allowed each country's artillery to give better support to their ally than most armies received from their own artillery.

British and US Observer teams from artillery batteries with a Staff team can spot for any other British or US artillery battery with a Staff team.

Any artillery batteries ranged in by an allied Observer team retains its own special rules, such as Time On Target for a US artillery battery ranged in by a British Observer team, but cannot use any of the special rules or stratagems of their ally.

ANGLO-AMERICAN FORCES

British and US Observer teams can spot for British and US artillery batteries that have Staff teams.

GERMAN DOMINATION

Like the Soviets, Germany dictated the terms of its military alliances. Despite their national governments' wishes, German commanders could and did overrule their allies in the field whenever they thought it necessary.

A force is German Dominated if it has more German Combat Companies than British, Soviet, or US Combat Companies combined. If the force only has German companies and companies from their allies such as Finland, Hungary, Italy, or Romania, then the force will be German Dominated since it has no British, Soviet, or US companies to dispute their supremacy.

In a German Dominated force, German Independent teams can join allied platoons. Independent teams from the dominated allies still cannot join German platoons.

GERMAN DOMINATION

The Germans dominate a force if they have more Combat Companies than the rest of the major powers combined.

German Independent teams can join allied platoons in a German Dominated force.

While you can play *Total War* with the normal missions from the rulebook, the sheer size of the game demands a bigger mission. The normal missions end with the capture of the first objective. With the bigger forces and tables of *Total War*, there needs to be more objectives and the ability to counter-attack to recapture lost objectives.

The Total Victory mission works quite differently from normal *Flames Of War* missions. Instead of winning the game by capturing an objective in this mission, you win by taking and holding objectives throughout the game. Each turn you gain a victory point for each objective that you hold, making it important to secure objectives early and to hold them against enemy counterattacks while attempting to contest the enemy's objectives.

This requires a change in the way the game ends. In most *Flames Of War* games the game ends with the capture of the objective or the destruction of one company or the other. In Total Victory, players fight for a set period of time. When choosing how long to fight, you need to allow enough time to reach some sort of conclusion, but not so long that the game draws out into a hunt for the last few surviving enemy.

We find setting a strict time limit on deployment to be useful for large games as it reduces the amount of time wasting before the game begins. It focuses players on getting their troops deployed and ready for battle rather than chatting, eating, and all those other distractions.

You'll also notice that the Total Victory mission allows you to bring reconnaissance, airborne, and commando units on to the table from behind your opponent! This represents them sneaking through or landing behind enemy lines to launch a raid. Not only does this add a new dimension to the game, but it gives these types of troops a whole new role in the game. They certainly make an all-round defence of objectives and artillery positions a good thing to consider!

Finally, you don't just have to play the Total Victory mission vanilla. Spice it up by adding stratagems (see page 98) and adding house rules. Create scenarios by adding some historical background to the mission. For instance, you might choose to place the terrain and the objectives to match a particular battle, or to deliberately give one side a bigger force.

TABLE SIZES

With huge forces, you'll find a bigger table opens up new challenges and adds a new dimension to your *Total War* games. The suggestions below give a guideline for tables sizes for larger games. Don't worry if you don't have a table this big, just play on what you have.

It's important not to make the table too wide for players to reach the centre, so keep the width to 6'/1.8m. Rearrange the tables into an L, O, T, U, or Z shape to create even more interesting games.

Up to 5000 points   8'/2.4m x 4'/1.2m to 6'/1.8m

One-on-one *Total War* games will fit nicely on a double-sized table. Offsetting the tables in an L, S, or T shape makes for interesting challenges and makes reaching the centre easier.

Up to 7500 points   12'/3.6m x 6'/1.8m

Multi-player *Total War* games need a bigger table. Depending on the number of units, you may need an even bigger table.

Up to 10,000 points   16'/4.8m x 6'/1.8m

A massive game this size will need a really big table. A table this size makes long-range artillery and trucks to move your infantry vital.

Global War   24'/7.2m x 6'/1.8m

This is the upper limit of practical table size. Any bigger than this and the game will break into several smaller battles.

TOTAL VICTORY

Total Victory uses the **Battlegroup Morale**, **Prepared Positions**, and *Total War* **Reserves** special rules.

PREPARING FOR BATTLE

1. Decide on a start and ending time for the game. You will probably need half an hour plus an extra half an hour for every 1000 points on a side. Make sure you have an extra hour available after the end time so that you can finish both players' turns.

2. Mark out the centre line on the table. This should either run the length of the table or across the table on a diagonal.

3. Both players now roll a die. The side with the higher score chooses one side of the centre line to attack from. The other side defends from the opposite side.

4. Starting with the attackers, both players place an objective on the attackers' side of the centre line at least 12"/30cm from the table edges and the centre line.

5. Starting with the defenders, both players place an objective on the defenders' side of the centre line at least 12"/30cm from the table edges and the centre line.

6. Starting with the attackers, both players place an objective within 6"/15cm of the centre line.

7. The attacking side now has up to five minutes to plan their strategy and an additional 20 minutes to deploy their entire force including Independent teams, but excluding Reconnaissance Platoons.

   They may deploy anywhere on their side of the centre line as long as they are at least 12"/30cm from the centre line.

   All teams in a Combat Company must deploy within 32"/80cm of their Company Command team.

   The attackers may chose to keep any platoons they wish in Reserve. Any platoons not completely deployed within 20 minutes must be held in Reserve.

8. The defending side now deploys under the same conditions and restrictions, but must also deploy any Reconnaissance Platoons that are not held in Reserve at this time.

9. The attacking side now deploys any Reconnaissance Platoons that are not held in Reserve.

   Reconnaissance Platoons may deploy up to the centre line as long as they are at least 16"/40cm from all enemy teams.

BEGINNING THE BATTLE

1. Both sides start the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.

2. The attacking side has the first turn.

ENDING THE BATTLE

The battle ends as soon as both sides have had the same number of turns and the agreed upon ending time has passed.

If the game has reached a critical moment and both sides want to see what happens next, give each player another turn or two to find out.

DECIDING WHO WON

At the start of a side's turn when you normally check victory conditions that side gains one Victory Point for each objective that it holds. An objective yields a Victory Point to the side that has taken it every turn that they hold it.

It is a good idea to keep a running total of Victory Points scored as you play the game. At the start of each turn add up the Victory Points you score this turn, and add them to the running total.

A side starts the game holding all objectives in their deployment area. They hold any objectives that they have taken (even if all of their troops have since moved away) until the enemy takes it back or contests it by having troops that could take it within 4"/10cm.

The side that has the most Victory Points at the end of the game wins.

TOTAL WAR RESERVES

Even though the forces used in *Total War* games are large, the normal Reserves rules work fine. Although only a few reserves will arrive in the first few turns, these larger forces are big enough to last until the reserves start flooding in on later turns.
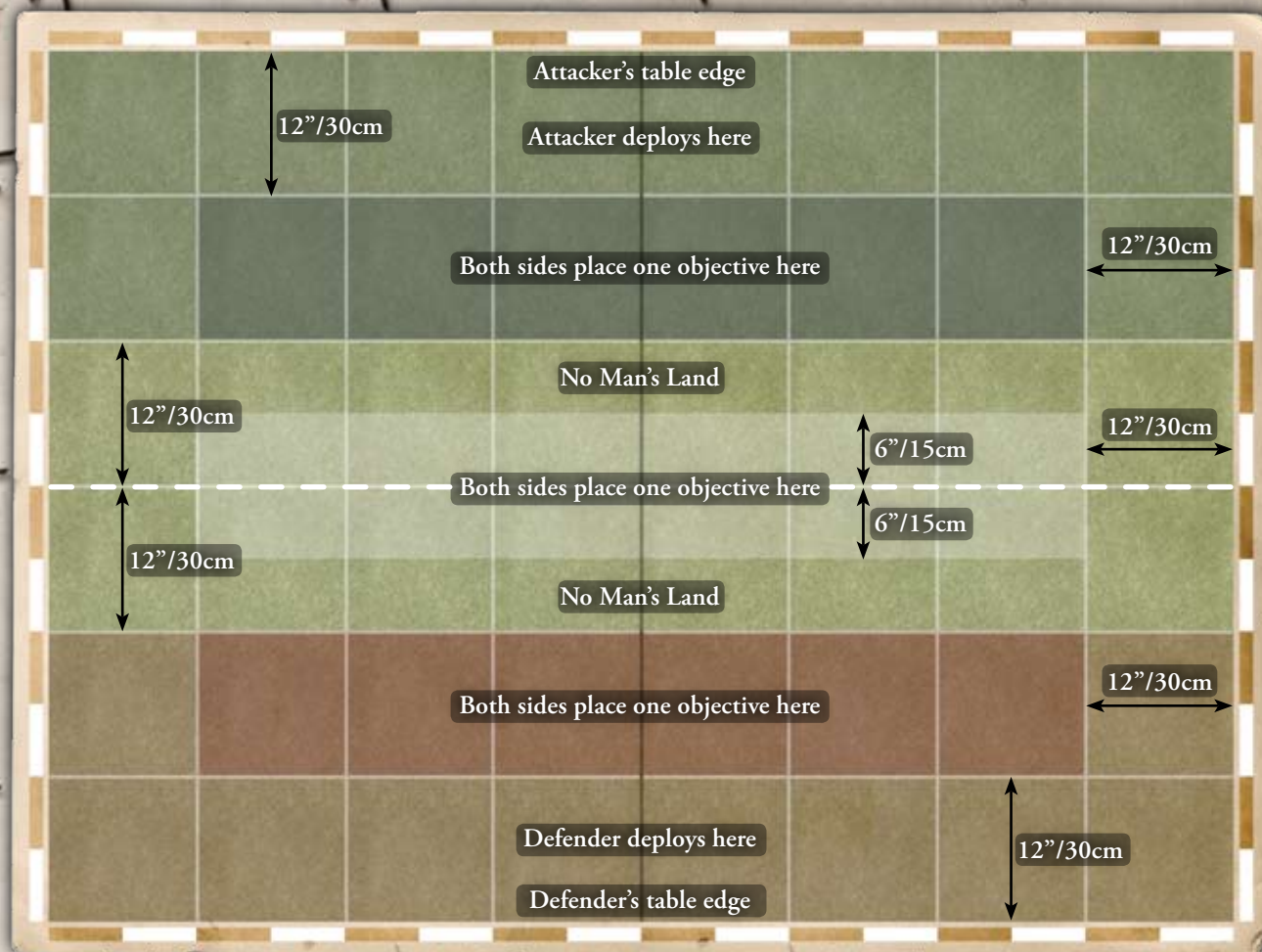
Where the reserves rules need to change for these games is to allow airborne and reconnaissance troops to outflank the enemy and attack them from the rear. This represents them infiltrating through difficult terrain and weak spots in the enemy lines (or simply parachuting in behind them) and seeking out vulnerable enemy headquarters and artillery.

In Total Victory the Reserves use the normal Reserves rule on page 199 of the rulebook.

However, any Reconnaissance, Fallschirmjäger, Parachute, Airlanding, Glider, Commando, Ranger, or horsed cavalry platoon that arrives from Reserve may enter the table from either their own table edge, or from any other table edge where their entry point is at least 8"/20cm from all enemy teams.

TOTAL WAR RESERVES

These are the same as the Reserves special rule, except that Reconnaissance, Fallschirmjäger, Parachute, Airlanding, Glider, Commando, Ranger, and horsed cavalry platoons may arrive from any table edge as long as they arrive more than 8"/20cm from all enemy teams.

Attacker's table edge

Attacker deploys here

12"/30cm

12"/30cm

Both sides place one objective here

No Man's Land

12"/30cm

12"/30cm

6"/15cm

Both sides place one objective here

6"/15cm

12"/30cm

12"/30cm

No Man's Land

Both sides place one objective here

12"/30cm

Defender deploys here

12"/30cm

Defender's table edge

OTHER TABLE LAYOUTS

There are many other ways to lay out your table for the Total Victory mission. Try to avoid long and skinny configurations as these limit the frontage on which you can fight. On many table configurations a diagonal centre line works best and can produce interesting tactical situations as players attempt to capture objectives in two distinct parts of the battlefield.
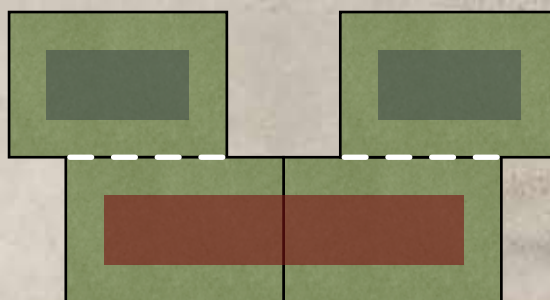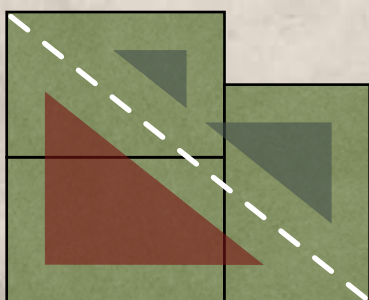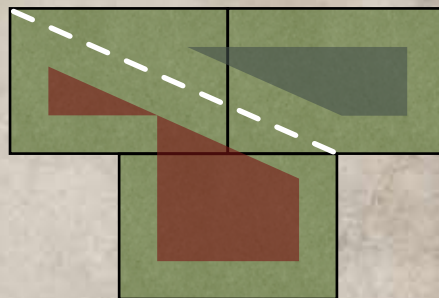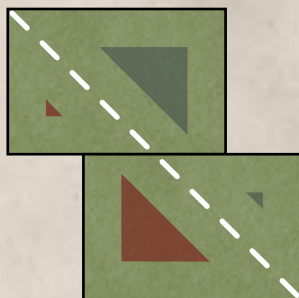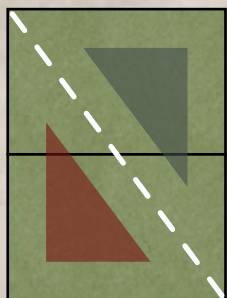
NARROW TABLES

If you find yourself playing on a long narrow table, you could find that you don't have enough room to place the objectives in the players' deployment areas.

You can solve this in two ways: either run the centre line diagonally across the table, or reduce the minimum distances between the objectives and the table edges and centre line to 8"/20cm instead of 12"/30cm.

STRATAGEMS

Field Marshals (Generals of the Army in the US Army) lead whole armies, planning their strategies and plotting the defeat of the enemy. While Field Marshals are rather high-ranked for a normal company-level *Flames Of War* game, the way they train their commanders and troops, and the strategies devised by these senior commanders, can have an impact on the bigger *Total War* battles.

If you and your opponent agree, you may both select a Field Marshal to serve under. As befits an officer of such lofty stature, they do not appear on the table, instead their impact is felt in the training your force has received and the stratagems that they devise for you. These Field Marshals are entirely optional, but we like them as they add more of a 'big battle' feel to the game.

MARSHAL SOVIETSKOVO SOYUZA A M VASILEVSKY

Marshal Sovietskovo Soyuza (Marshal of the Soviet Union) AM Vasilevsky commands the 3rd Byelorussian Front, the striking force of Operation Bagration. A thoughtful soldier, cautious and thorough in his planning, Vasilevsky was renowned for his concern for his soldiers, although he was by no means averse to taking casualties to win his battles.

MASKIROVKA

The Soviet art of *Maskirovka*, concealing their intentions, was carried to a fine art by Vasilevsky. So careful were his movements and so thorough his planning, that the Germans had no idea where he would strike until the carefully prepared sledgehammer blow fell.

While placing one of their objectives, a Soviet force led by Vasilevsky may place an additional objective in the same area. After deployment, but before the game begins, remove one of these two objectives.

DEEP OPERATIONS

Having prepared his breakthrough well, Vasilevsky thrust deep into the enemy positions seizing objectives well behind the front line. These deep operations threw the enemy into disarray, opening the way for further deep operations aimed at strategic victory.

Any Soviet force led by Vasilevsky gains two Victory Points for holding any objectives that are in the enemy deployment area.

MARSHAL SOVIETSKOVO SOYUZA G K ZHUKOV

Marshal Sovietskovo Soyuza G K Zhukov is the Stavka *(Soviet High Command) representative and Stalin's right-hand man. While he has vast powers, he knows that failure will be punished as harshly by Stalin as he in turn punishes it in his subordinates.*

OPERATIONAL RESERVES

Zhukov recognised that victory could only be won by attacking, and attacking again until successful. He pushed his troops hard and demanded a lot.

A side led by Zhukov will always be the Attacker in the Total Victory mission. However, when facing a Field Marshal like General Patton who always attacks, Zhukov switches to the defence and lets his more aggressive opponent attack.

In addition, Zhukov's side may hold a single Soviet Combat Platoon (Company) as an operational reserve when deploying their force. Immediately after the enemy has deployed their force, this platoon must be deployed in the normal deployment area.

FAILURE IS NOT AN OPTION

Under Marshal Zhukov, failure is not an option.

If a Soviet Combat Company (Battalion) in a force led by Zhukov fails its Combat Company Morale Check, any Komissar within Command Distance of the Company Command team (from the Battalion HQ) may execute the commander and automatically pass the test. This of course Destroys the Company Command team.

✠ GENERALFELDMARSCHALL WALTER MODEL

Generalfeldmarschall (General Field Marshal) Walter Model was one of Hitler's favourite generals after his excellent performance against Zhukov in 1942. His unwillingness to give ground and the resilience of his defensive lines earned him a brilliant reputation in defence . It also earned him the task of stopping the Soviet breakthrough in Operation Bagration.

KAMPFGRUPPE

Long before they were widely adopted in the German Army, Model trained his troops to operate in combined-arms battlegroups (*Kampfgruppen* in German).

At the start of the game before deployment, a force led by Model may attach one Support Platoon to each of their German Combat Companies. This Support Platoon counts as a Weapons Platoon in that company for the duration of the battle.

JUST ENOUGH RESERVES

Coarse mouthed and demanding, Model was unwilling to accept excuses from his commanders. He saw casualties as a necessary part of victory and was willing to pay the price. Model husbanded his reserves carefully, only releasing them when they were needed to stop his front line forces from being overrun. Then, and only then he would commit them, rushing them directly to where they were needed.

Any German Support Platoons in a force led by Model that arrive from Reserve may move three times their normal movement distance (instead of twice their movement distance) when moving At the Double on the turn in which they arrive.

✠ GENERALFELDMARSCHALL ERWIN ROMMEL

Generalfeldmarschall Erwin Rommel's thrusting style of battle won him many victories in the desert, although poor logistics eventually cost him North Africa. Now he commands the defences in Normandy.

FINGERTIP FEELING

Rommel was renowned for his *Fingerspitzegefuhl*, his fingertip feel for battle. His quick appreciation for the situation allowed him to respond quickly to his opponent's dispositions.

At the start of the game after both players have deployed, but before any Reconnaissance Deployment moves, a force led by Rommel may move all of the platoons from one German Combat Company up to their normal Movement Distance within their deployment area.

These platoons cannot be in Foxholes at the start of the game, but otherwise this movement does not have any effect during the game.

ROMMEL AT THE POINT

'*Rommel an der Spitze*' was a common cry in the *Afrikakorps* where Rommel led from the front. Imitating his aggressive style, Rommel's subordinates fought an aggressive and fast-moving battle.

Any platoon joined by a German Company Command team in a force led by Rommel may reroll any failed Skill Tests to make Stormtrooper moves.

ALLIED FIELD MARSHALS IN NORMANDY

While Army Group Centre was fighting for its existence on the Eastern Front, *Generalfeldmarschall* Rommel's Army Group B was desperately struggling to hold the Allies in Normandy. Field Marshal Montgomery's 21st Army Group had landed on D-Day with General Bradley's First (US) Army and General Dempsey's Second (British) Army. After two months of hard fighting, they were joined in August by General Patton's Third (US) Army, ready for the break out into Brittany and towards Paris and Brussels. These Field Marshals and Generals stand ready to provide your *Total War* forces with clever stratagems.

FIELD MARSHAL BERNARD MONTGOMERY

Field Marshal Montgomery, or 'Monty' as he was affectionately known to his troops, was the best known and loved British general of the war, leading the Anglo-American 21st Army Group in Normandy. Monty was a cautious general who made sure that his troops had the support that they needed to win. His victory at El Alamein marked the turning point in Britain's fortunes, and was followed by victory after victory.

GATHER ROUND

Monty gained the affection of his soldiers. Before battles he told the troops to gather round as he told them of the battle to come. They repaid his trust with hard fighting.

While any Support Platoon is on the table all British Company Command teams in a force led by Montgomery reroll all failed Combat Company Morale Checks.

DOGFIGHT

Monty's battles started with a break in to the enemy positions, followed by a dogfight to destroy the enemy ability to resist, then culminated in a break out and pursuit.

In any game where Montgomery leads the British force, both sides gain two Victory Points rather than one for holding each objective in No Man's Land in the Total Victory mission.

LIEUTENANT GENERAL MILES DEMPSEY

As the senior British General under Monty, Lieutenant General Miles 'Bimbo' Dempsey commanded the the British Second Army in Normandy. Overshadowed by his famous boss, he was a quiet but very astute man.

STRATEGIST

Dempsey fought battles the way he wanted to, attacking when and where he chose.

At the start of the game after both players have deployed, but before any Reconnaissance Deployment moves, a force led by Dempsey may move all of the platoons from one British Combat Company up to their normal Movement Distance ending their movement in No Man's Land. These platoons cannot be in Foxholes at the start of the game, but otherwise this movement does not have any effect during the game.

BLUECOAT

One of the hallmarks of Dempsey's battles was the speed with which he moved his armoured corps from one flank to the other as openings arose. For the Operation Bluecoat breakout he moved XXX Corps from one flank of Normandy to the other in 24 hours.

Any platoon in a force led by Dempsey that Leaves the Table via their own deployment area (see page 44 of the rulebook) goes into Reserves and may return as normal using the Reserves rules. This allows them to deploy on one side of the table, then switch to the other flank if the opposition proves too tough.

★ GENERAL OMAR BRADLEY

General Omar Bradley commanded the US First Army in Normandy before taking command of 12th Army Group. Known as the 'GI's General', Bradley was an excellent soldier and a leader in the integration of all arms on the battlefield.

COMBINED ARMS

Bradley believed in the integration of all arms to minimise casualties while achieving victory. By fielding a combination of overwhelming firepower and direct armoured support, he won his battles with the least losses to his men.

At the start of the game before deployment, a force led by Bradley may attach one Support Platoon to each of their US Combat Companies. This Support Platoon counts as a Weapons Platoon in that company for the duration of the battle.

SACKED

One thing Bradley could not stand was an incompetent officer. Any officer failing to perform could expect to be sacked without mercy, and replaced by a better-trained replacement.

If a US company in a force led by Bradley fails its Combat Company Morale Check, the 2iC Command team is immediately appointed as the new Company Command team and the original Company Command team is Destroyed.

This new Company Command team now re-takes the Motivation Test and applies the new result instead.

★ LIEUTENANT GENERAL PATTON

General Patton commanded the Third Army under Montgomery and then Bradley. Patton earned his nickname 'Blood and Guts' for his fiery, and usually profane, speeches. As a cavalryman, his style was hard-driving and aggressive.

BLOOD AND GUTS

Patton's soldiers often stated in reference to his nickname that it was 'his Guts and our Blood'. That didn't stop them jumping when he yelled at them to get moving.

Any US platoon in a force led by Patton that is within Command Distance of their Company Command team may reroll all failed attempts to Rally from being Pinned Down or Remount from being Bailed Out.

GET A MOVE ON

Patton had little patience for prolonged preparation believing that decisive action now was more important.

A side led by Patton is always the Attacker in the Total Victory mission. In addition they may move a US Combat Platoon up to its normal Movement Distance ending its movement in No Man's Land. This platoon cannot be in Foxholes at the start of the game, but otherwise this movement does not have any effect during the game.