

TOTAL WAR



TOTAL WAR

There comes a point in every gamer's life when they want 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, multiple 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!

WHAT IS TOTAL WAR?

Total War is a large point level game of *Flames Of War*, played by two or more players. In normal games you tend to play at the company level, with games averaging about 1500 points or so. However, in Total War you will fight alongside other companies, forming a battalion level game with armies on both sides worth 4000 points or more!

WHY PLAY TOTAL WAR?

Total War is geared towards having fun. It is more of a social game than a competitive one. To that end, the Total War rules and missions are designed to be fun and intriguing. Though the forces are balanced against each other, Total War is not entirely focused on who are the winners and losers but rather on making sure all players have a fun and interesting game, while also giving players the excuse to do daring things, field odd forces, or play with a lot more points than they'd normally get to use on the battlefield.

PLANNING A TOTAL WAR GAME

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.



SETTING UP A TOTAL WAR GAME

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. We've included some helpful tips on choosing the right table size for your game on page 105.

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.



MUSTERING A TOTAL WAR FORCE

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!

Alternatively, you can build a Support Company list (see page 98). This gives you the excuse to field weird and wonderful forces that you wouldn't normally see on the *Flames Of War* battlefield.

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 an 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.

COORDINATED BATTALIONS

When building your forces for a Total War game, your team may want to try and configure your force for a specific objective, such as speed, defence, etc. While building your lists, discuss with your teammates if you'd like to field a specific type of Battalion. If your team meets the requirements as one of the Battalions listed below, then your force will gain that rule during the Total War game. Each team may only choose one type of Battalion to use in the game, even if it qualifies for several types.

TANK BATTALION

If at least half of the companies in your team are Tank Companies, it is rated as a Tank Battalion and gains the following rule.

Keep those tanks moving: All tank teams in your team may re-roll failed attempts to free Bugged Down vehicles and failed attempts to remount Bailed Out vehicles.

INFANTRY BATTALION

If at least half of the companies in your team are Infantry Companies, it is rated as an Infantry Battalion and gains the following rule.

Needed on the front line: Platoons entirely made up of Infantry and Man-packed Gun teams may move At the Double through Difficult Going.

MECHANISED BATTALION

If at least half of the companies in your team are Mechanised Companies, it is rated as a Mechanised Battalion and gains the following rule.

In and out: During the Assault Step, you may dismount any Infantry or Gun teams. Teams that dismount this way cannot launch an assault in the turn they dismount.

ARTILLERY BATTALION

If at least half of the companies in your team are Support Companies with Artillery Platoons as their Combat Platoons, it is rated as an Artillery Battalion and gains the following rule.

Forward Direction Centre: All players' Company Commanders and Observer teams may act as Spotting teams for another player's Artillery platoon, even if they are Allied.

AIR SUPPORT BATTALION

If at least half of the companies in your team have Air Support, it is rated as an Air Support Battalion and gains the following rule.

Air Operations: Each Player may keep their Air Support Pools separate instead of choosing the best level as normal (see page 178 of the rulebook).

COMBINED ARMS BATTALION

If your team has at least two different types of companies (Tank, Mechanised, Infantry, Support, or Fortified) it is rated as a Combined Arms Battalion and gains the following rule.

Calculated Risk: Every player may choose up to one Platoon in their force to gain Spearhead Deployment (see page 261 of the rulebook) at the start of the game.

TOTAL WAR SPECIAL RULES

Total War games bring multiple companies together. These can be from different nations, forces with similar support options, and even forces led by famous leaders. The following special rules cover these circumstances, which are important to remember when putting together your Total War force.

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 (see the Allied rules on pages 68, 70, and 105 of the rulebook).

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 named Warrior and they are fielded with the 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.

Remember, a force (or a side in Total War) only ever has one Air Support Pool shared across all of its companies. If multiple companies have Air Support, take the best level as the Air Support level for the entire force, unless the force contains an Air Support Battalion (see page 96).

FORCE MORALE

With all of the companies running around in a single force, it's good to know where the breaking point is for your force.

Unlike normal, a Total War game does not necessarily end when a company fails its Company Morale Test. Instead, each Total War mission will define exactly how your troops handle failed Company Morale Tests.



FIELDING A SUPPORT COMPANY

Have you ever wanted to field a Marder tank-hunter company, or perhaps you would like to command a whole artillery battalion? Well here's your chance!

In Total War games some players may want to try fielding a Support Company using troops that normally can only be fielded as support platoon. To do this use the following instructions:

STEP 1: CHOOSE A COMPANY DIAGRAM

Choose any Company Diagram from the nation you intend to play. You may want to choose one that matches the theme of the Total War game you are playing, or perhaps you might want to choose the same one being used by one of your allies.

STEP 2: CHOOSE YOUR COMBAT PLATOONS

Choose one of the Support Platoons from the Company Diagram you have selected in Step 1. This platoon will determine what type of company your Support Company will be. The selected Support Platoon becomes your force's Combat Platoons. You must take two or three Combat Platoons. You may ignore any special rules that require you to take other platoons before the platoons you have selected as your Combat Platoon.

If your Combat Platoon has multiple variants (such as different Motivation or Skill ratings), you must choose one and stay with it across all of your Combat Platoons.

For example, if you choose a Field Artillery Battery, your company will be an artillery Support Company and you must field at least two but no more than three Field Artillery Batteries.

STEP 3: CHOOSE YOUR SUPPORT PLATOONS

All of the other platoons on the Company Diagram are your Support Platoon options. You may only select one platoon from those that would normally be Combat Platoons, and only one platoon from those that would normally be Weapons Platoons, as Support Platoons. You may also choose one platoon from each Support box, including Support Platoons of the type that you chose to be your Combat Platoons, as further Support Platoons.

STEP 4: CHOOSE YOUR HEADQUARTERS

If all of the teams in your Combat Platoons are tank teams, you do not have a Company HQ platoon. Instead, before deployment, you may remove one tank from any of your Combat Platoons and make it into the Company Command tank.

If your Combat Platoons include mixed types of teams, use the directions on page 99 to make up your Support Company Headquarters. You must choose the variant that has the same Skill Rating as the Combat Platoon you chose in Step 2. The teams in your headquarters retain all of your nation's usual special rules.

SUPPORT ARMIES IN NORMAL GAMES

Support Companies are not the most balanced forces out there and should not be used in tournament play. However, with the permission of your opponent, you can certainly play a Support Company outside Total War in casual *Flames Of War* games using the normal missions.

HEADQUARTERS

COMPANY HQ

HEADQUARTERS

Fearless Company HQ

VETERAN
40 points

TRAINED
30 points

CONSCRIPT
25 points

Confident Company HQ

VETERAN
35 points

TRAINED
25 points

CONSCRIPT
20 points

Reluctant Company HQ

VETERAN
25 points

TRAINED
20 points

CONSCRIPT
15 points

OPTIONS

- Add two Jeeps for +5 points.
- Add two Half-tracks for +10 points.

FIELDING YOUR SUPPORT COMPANY

The characteristics for the Rifle teams, jeeps, and half-tracks are given below. These are meant to be simple generic teams and are not nation-specific. Feel free to use whatever models you would like for these teams, but they will use the following Arsenal entries. The teams will still use all of their nation's special rules, such as Automatic Rifles for the Americans and Stormtroopers for the Germans.

CAPTAIN

CAPTAIN



Company Command Rifle team



Transport

CAPTAIN



2iC Command Rifle team



Transport

COMPANY HQ

SUPPORT COMPANY HQ

ARSENAL

If you'd like to field transports that match your nation but are unsure which models to use, here are some suggestions.

For Germans use Kübelwagen models for your jeeps and Sd Kfz 251 models for your half-tracks.

For Americans, British, and Soviet forces, use the standard American-made Jeep transport for your jeeps and either the

M2 (for British and Soviet) or the M3 (American) as your half-tracks.

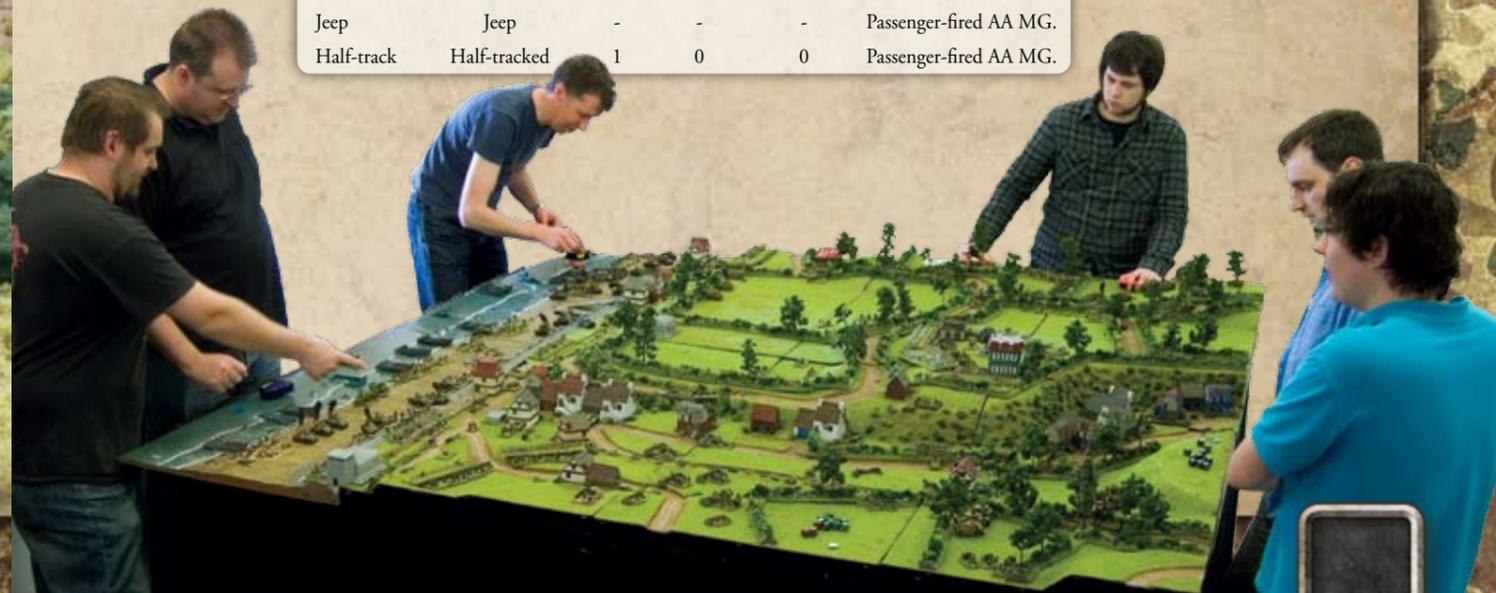
For other nations, have a look at gun platoons from their briefings to get an idea what sorts of transports you should use (if any).

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	Passenger-fired AA MG.
Half-track	Half-tracked	1	0	0	Passenger-fired AA MG.

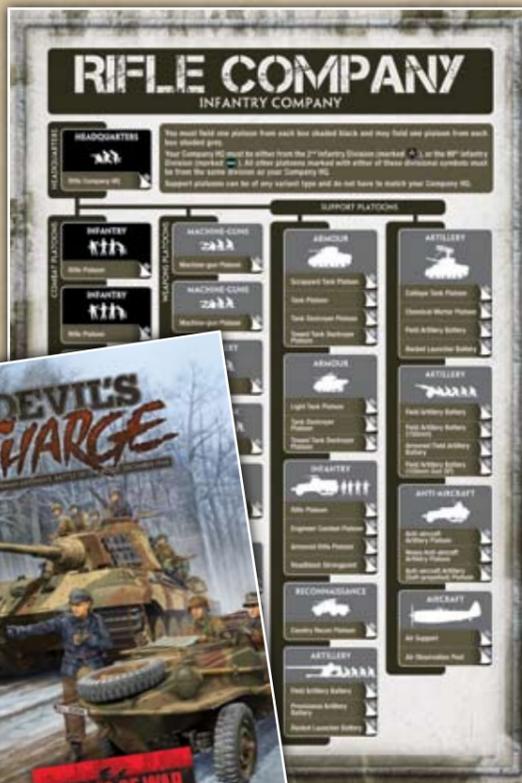


SUPPORT ARMY EXAMPLE

In this example, I have created a 1650-point Support Company with M7 Priest HMC self-propelled howitzers.

STEP 1: CHOOSE A COMPANY DIAGRAM

The company has been formed from the US Rifle Company found in *Devil's Charge* on page 48.

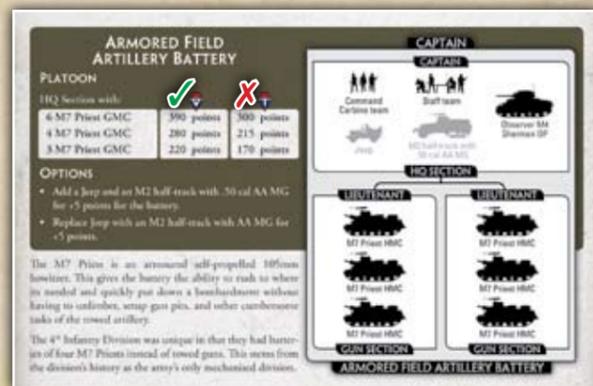


STEP 2: CHOOSE YOUR COMBAT PLATOONS

I would like to build my force around the cool M7 Priest HMC self-propelled howitzers, so I chose the Armored Field Artillery Battery as my Combat Platoon.

I will need to take two or three Armored Field Artillery Batteries.

Since my platoon has multiple ratings (Confident Veteran and Confident Trained) I will need to choose one and stick with it across all of my Combat Platoons. In this case I have chosen Veteran artillery.



STEP 3: CHOOSE YOUR SUPPORT PLATOONS

Having chose the Rifle Company, I have a lot of different platoons to take as support. I'd like to keep with the artillery theme, so I'll grab something from one of the Artillery Boxes.

I still have to obey the normal rules that say I can only chose one platoon from each box, so I'll have to choose between a Calliope Tank Platoon, a Chemical Mortar Platoon, a Field Artillery Battery, or a Rocket Launcher Battery. I like the Calliope, so I'll choose that platoon from this box.



I can also take a platoon from the box I chose in Step 2, so I'll grab a veteran Field Artillery Battery (155mm Gun SP) for some heavy firepower. Obviously I'll need the battalion's L4 spotter plane, so I've taken an Air Observation Post as well.

To round things out I'd like to have some troops in the field to help me spot targets and help out where needed. So I have added a Cavalry Recon Platoon with three Cavalry Recon Patrols.

STEP 4: CHOOSE YOUR HEADQUARTERS

Not all of the teams in my Armored Field Artillery Batteries are Tank Teams, so I'll use the Support Company Headquarters platoon. My platoons are Veteran, so I'll need to use the matching set of points for my HQ (35 points).

Since my combat platoons are mobile, I should probably give my HQ some wheels. I've added half-tracks to my Support Headquarters for +10 points. My force is American, so I can use standard M3 Half-track models, or I could use a captured German one as a bit of flavour!

After all of the dust has settled, I've got an impressive collection of firepower to help out my comrades:

MY ARMORED FIELD ARTILLERY BATTALION	
Support Company HQ:	
At full strength with half-tracks	45 points
Armored Field Artillery Battery:	
At full strength with half-tracks added	400 points
Armored Field Artillery Battery:	
At full strength with half-tracks added	400 points
Armored Field Artillery Battery (155):	
At full strength	335 points
Calliope Tank Platoon:	
4x Calliope Tanks	160 points
Cavalry Recon Platoon:	
At full strength	270 points
Air Observation Post:	
L4 Grasshopper AOP	40 points
Total	1650 points



TOTAL VICTORY MISSION

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 counterattack 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 wasted 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 plain. Spice it up 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 a maximum of 6'/1.8m. Rearrange the tables into an L, O, T, U, or Z shape to create even more interesting games.

1500 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 SPECIAL RULES

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.

This mission uses the normal Reserves rule on page 268 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 except Independent and Warrior teams.

BATTLEGROUP MORALE

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 multiple companies, a Total War game does not end when a Company fails a Company Morale Check.

The game continues until one side starts their turn with at least half of their Companies Destroyed.

MODIFICATION SUGGESTIONS

When planning your Total War mission you can really go all out and do whatever you like. You can have airlanding operations flank the back of the table, while the rest of your assault troops push forward on foot. You could even have a game where your opponent must retrieve an objective and then escape off the table edge.

One interesting suggestion is to blend some of the cool scenario rules found in this book into one massive game. For example, you may want to launch an amphibious assault on one table using the Amphibious Assault rules on pages 20 to 25, while conducting an airborne landing on an adjacent table using the Airborne Assault rules on pages 12 to 17.

The possibilities are limited only by your imagination, so get with your group and write a truly epic Total War mission!



TOTAL VICTORY

Total Victory uses the **Prepared Positions** (see page 264 of the rulebook), **Battlegroup Morale**, and **Total War Reserves** (see page 103) 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 sides 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 sides 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 sides 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 sides place an objective within 6"/15cm of the centre line, but not within 12"/30cm of the table side edges.
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 choose 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 as normal or they 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.

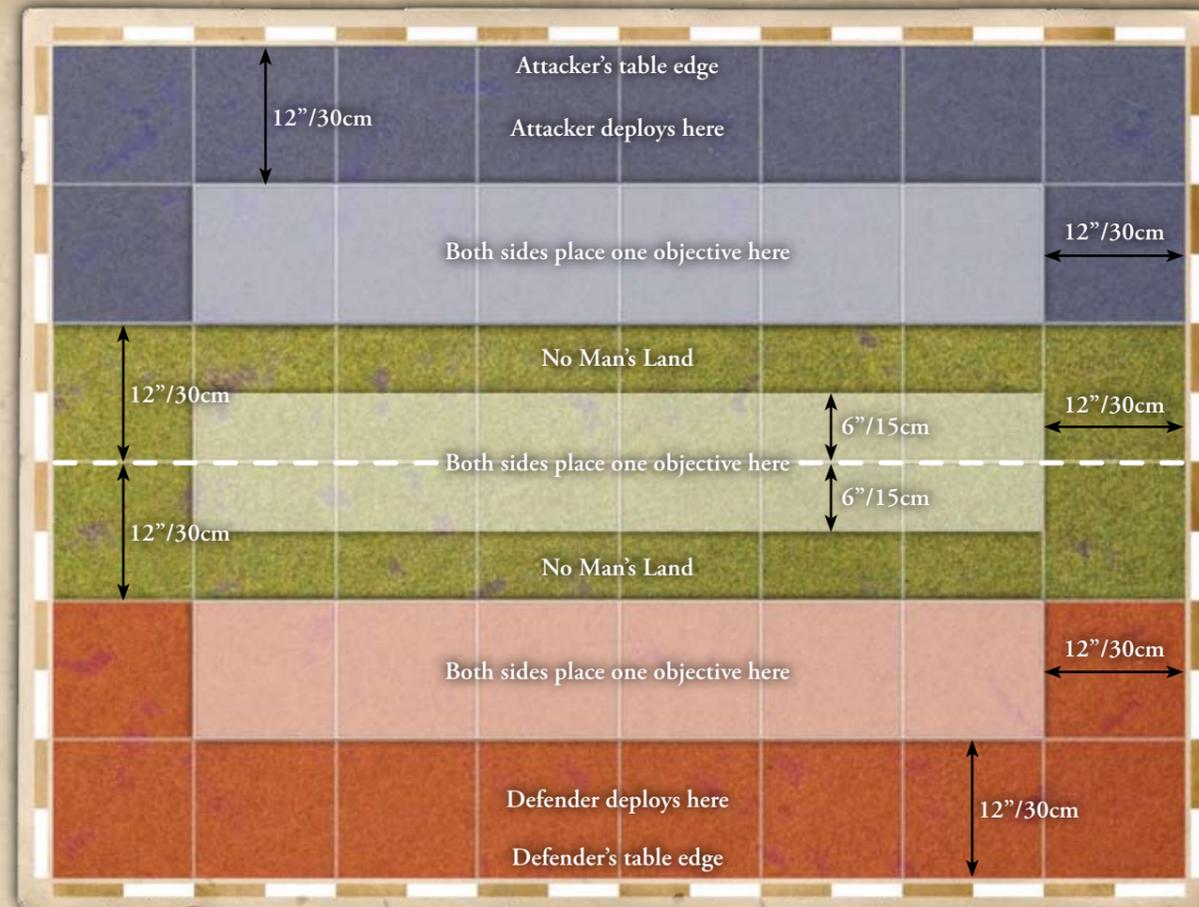
DECIDING WHO WON

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 scored 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.



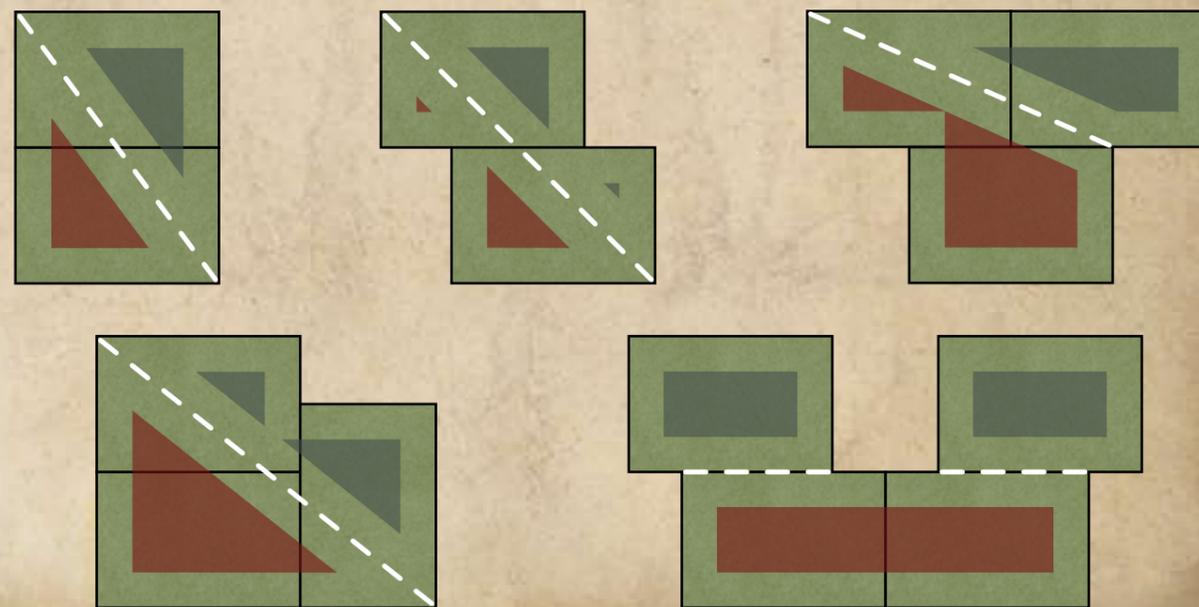
OTHER TABLE LAYOUTS

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.



RIVER RUSH MISSION

During the campaign in Normandy, rivers played important roles. They were easier to defend than open ground by channelling the enemy's advance toward crossings and bridges. This makes for a strong defence with a small amount of troops. River assaults were hard-fought and intense, magnified even greater when an important prize, such as Caen or Paris lay on the opposite bank. The River Rush mission reflects such an important assault. In fact it is so important that both sides have amassed a huge number of troops in the area. This will be no simple fight!

THE RIVER

The River Rush mission is unique from others in that it requires a very specific piece of terrain: a river. All of the Crossing Rivers rules can be found in the rulebook on pages 56 to 57.

Two bridges and one natural ford cross the river. The three crossings should be spread out evenly across the length of the river. There should be no length along the river greater than 24"/60cm between crossings. If you are playing on a particularly deep table with a long river, you may need to add a few more bridges or fords.

The bridges have been rigged for demolition by the defenders, meaning the attackers will need to grab them quickly! The ford is a natural crossing point and therefore cannot be demolished.

FORTIFICATIONS

Since this is a hasty battle on both sides, no player may place any fortifications within 12"/30cm of the river.

RIVER RUSH SPECIAL RULES

BRIDGE DEMOLITION

The best way to deny a crossing to the enemy is to utterly destroy it!

All of this mission's bridges have been prepared for demolition (but not the natural river crossing).

If at the beginning of their Movement Step, a player has one or more Infantry teams (other than Independent Teams) adjacent to a bridge that has been prepared for demolition, roll a die for each team adjacent to the bridge:

- *If the result is 6, the bridge is demolished and collapses. Any teams on the bridge are immediately Destroyed.*
- *Otherwise the bridge was not ready for demolition and nothing happens this turn.*

Pioneer teams may re-roll failed attempts to demolish the bridge.

A demolished bridge becomes Impassable for vehicles and Gun teams, however it is only Very Difficult Going for Infantry and Man-packed-gun teams.

SECURE THE CROSSINGS

Once secured, pioneers quickly cut all of the wires they could find to make sure the enemy couldn't demolish the bridge remotely. After checking it over, the engineers opened the bridge for business as quickly as possible.

The Attacking players may secure a crossing in the same way as they would normally Take an Objective. Once secured, a bridge cannot be demolished for the rest of the game.

RESERVES

The Defenders in the River Rush mission use the normal Reserves rule found on page 268 of the rulebook. When rolling for Reserves, each defending player rolls as normal, and each result of 5+ allows that player to choose a platoon from their own force to arrive on the table.

IN FOR A PENNY...

This is it! It's all or nothing. The enemy must be stopped and routed. We must be victorious on the battlefield.

No player is required to take Company Morale Checks. Instead, companies fight to the last in this critical battle. However, platoons still take Platoon Morale Checks as normal.

When an Attacking player's Platoon is destroyed, it is placed in Reserve instead of being permanently removed from play.

The Attacking player may voluntarily destroy platoons and return them to Reserve in the first part of the Starting Step.

RUSHED RESERVES

There isn't a moment to lose. Get your men back into action as quickly as possible!

At the beginning of the Starting Step, each Attacking player rolls one die for each platoon held in Reserve.

- *On a result of 5+, the platoon arrives from Reserve on the table.*
- *Otherwise, the platoon is still rebuilding itself and remains in Reserve.*

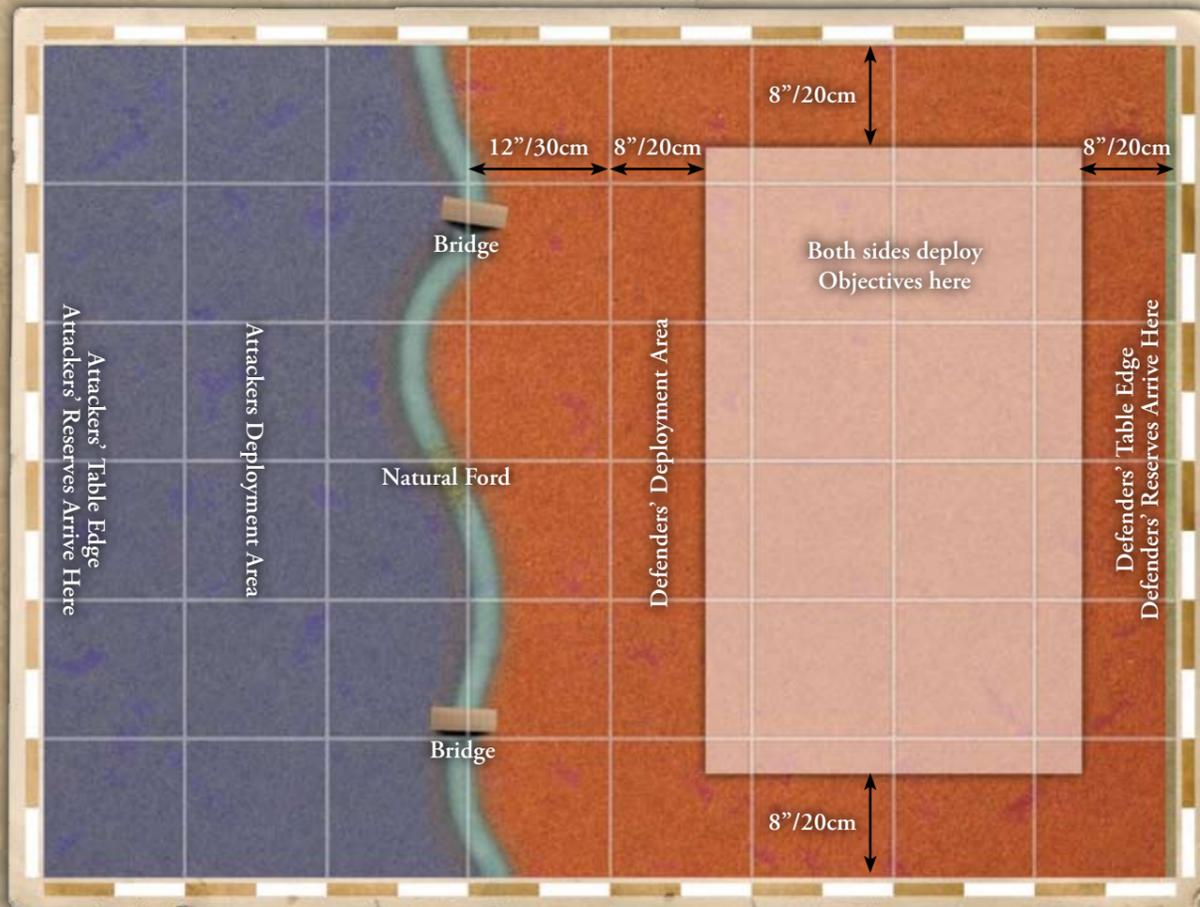
An Attacking player may deploy platoons held in Reserves either from their table edge, or from any secured crossing.

If they arrive from a secured crossing, they must be placed anywhere within 12"/30cm of the centre of the crossing, and may not be placed within 16"/40cm of enemy teams (other than Independent teams).

Like usual, platoons arriving from Reserves are considered to have moved in their Shooting Step.



RIVER RUSH



This mission uses the **Bridge Demolition**, **Secure the Bridges**, **Reserves**, **In For A Penny**, **Rushed Reserves** (see page 107), and the **Prepared Positions** (see page 264 of the rulebook) special rules.

ATTACKERS

We need to take the town to break the enemy's flank wide open. The enemy has secured key bridges that provide the most direct route to the town. There is a fordable pass in the river but we don't want to be bottle-necked into attacking a heavily defended route. Secure the bridges and take the town as fast as possible.

DEFENDERS

Intelligence has informed us that the enemy is preparing to strike our HQ. If it comes down to the wire you have orders to blow the bridges leading into town, but this is a last resort. Try to fend off the enemy. If you have to blow the bridges let it back to the city to help defend our HQ from the enemy.

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. Set up the table as shown on the map with a river, two bridges, and a natural ford. Then set up a town on the other end. Add forests and hills in the more open areas.
3. The defenders place two objectives in the town. These objectives must be more than 24"/120cm from each other. Then the Attackers place two objectives in the town.

4. Each Defender now nominates at least half of their platoons to be held off the table in Reserve. The remaining platoons are then deployed on the table in the Defenders' Deployment Area.

5. The Attackers now deploy their entire force on the opposite side of the river as the Defenders so that all of their teams are deployed more than 16"/40cm from all enemy teams. Attacking players will use the Rushed Reserves special rule.

6. Both sides, starting with the Defenders, deploy their Independent teams within their own Deployment Areas.

BEGINNING THE BATTLE

1. The Attackers have the first turn.
2. The Defenders start the game in Prepared Positions.

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

If the Attackers hold an Objective when the game ends, they win the battle. The enemy's flank has been split wide open and this victory will lead your armies deep into the enemy's territory.

Otherwise, the Defenders win. The bold effort has been blunted and the enemy's forces severely depleted. The time for counterattack is upon us!

