TEAM YANKEE

WORLD WAR III MINIATURES GAME

TOTAL WAR

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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 Formation, you can field your entire collection at once.

Just think, hundreds of points of *Team Yankee* 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 *Team Yankee,* played by two or more players. In normal games you tend to play at the Formation level, with games averaging about 100 points or so. However, in *Total War* you will fight alongside other formations, forming a battalion level game with armies on both sides worth 500 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 large Formation of Leopard II tanks is, and to find out if they can stop a whole battalion-sized combined-arms task force or even an entire regiment of Soviet 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 150 to 250 points for two player teams to 200 to 400 points for three or more player games. If you go beyond 400 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 Formation 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 Formation, 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 battalion of T-64 tanks or a full Formation of Leopard tanks 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 lighter 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!

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. If they want to, they can loan their Support to other players, or even mass their Support Units 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.

MORE SUPPORT UNITS

Total War is about big forces and trying out different forces, so the limitations on the number of each type of Support Unit are removed. Each player has their own Support Units and can take as many of each type as they like. If they are taking multiples of the same type of Support Unit, they may want to group them into a Support Formation (see next page).

FIELDING A SUPPORT FORMATION

Have you ever wanted to field a full squadron of TOW Lynx tank-hunters, 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 Formation using troops that normally can only be fielded as Support Units.

To do so, pick one of the Support Units from your Force diagram. Your Formation consists of an HQ Unit and two or three of that Support Unit. These Units are no longer Support Units. Instead, they are a Formation in their own right.

> ### SUPPORT ARMIES IN NORMAL GAMES
> Support Companies are not the most balanced forces out there. However, with the permission of your opponent, you can certainly play a Support Formation in *Team Yankee* games using the normal missions outside of *Total War*.

SUPPORT FORMATION HQ UNITS

Aircraft Support Formations do not have HQ Units. Other Support Formations have the following HQ Unit depending on nationality:

US: 1x M113 Transport [TU105]
    with Courage, Morale, and Skill of 3+.

British: 1x FV432 Transport [TB106]
    with Courage and Morale of 3+ and Skill of 2+.

West German: 1x M113 [TG126] or Fuchs [TG114] Transport
    with Courage of 3+ and Morale and Skill of 2+.

Soviet: 1x BTR-60 Transport [TS126]
    with Courage of 3+, Morale of 2+, and Skill of 4+.

East German: 1x BTR-60 [TV114]
    with Courage and Skill of 3+ and Morale of 2+.

All Support Formation HQ Units cost 1 point.

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.

Support Units from the armies of different countries are Allied Units. Formation Commanders may not Join an Allied Support Unit.

Should you find yourself playing a game where NATO and Warsaw Pact forces are on the same side, the Warsaw Pact Teams cannot Spot for an Allied NATO artillery bombardment and vice versa.

FOCUSSED BATTLEGROUP

While building your lists, discuss with your teammates if you'd like to field a specific type of force. If your team meets the requirements for one of the battlegroups listed below, then your force will gain that battlegroup rule for the *Total War* game. Each team may only choose one battlegroup rule to use in the game, even if their force qualifies for several types.

TANK-HEAVY BATTLEGROUP

If at least half of the Formations in your team's Force are Tank Formations, it is rated as a Tank-Heavy Battlegroup and can gain the following rule:

Keep those tanks moving: All Tank Teams in your Force may re-roll failed attempts to remount Bailed Out vehicles.

INFANTRY-HEAVY BATTLEGROUP

If at least half of the Formations in your team's Force are Infantry Formations, it is rated as an Infantry-Heavy Battlegroup and can gain the following rule:

Needed on the front line: Infantry Units (but not their Transport Attachments) pass Mistaken Target rolls when hit on a roll of 2+.

FIRE-SUPPORT BATTLEGROUP

If your team's Force has at least one Support Formation per player in the team, it is rated as a Fire Support Battlegroup and can gain the following rule.

Fire Plan: Spotters may re-roll their first failed Range In attempt each turn.

COMBINED-ARMS BATTLEGROUP

If your team's Force has at least two different types of Formation (Tank, Infantry, or Support) it is rated as a Combined-Arms Battlegroup and may gain the following rule.

Calculated Risk: Infantry Teams may Dismount from a non-Aircraft Transport when making a Follow Me move, provided the Transports did not Dash.

TOTAL WAR MISSIONS

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.

SETTING UP THE 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. 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.

100 to 300 points   8'/2.4m x 4-6'/1.2-1.8m

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 500 points   12'/3.6m x 5-6'/1.5-1.8m

Multi-player *Total War* games need a bigger table. Depending on the number of units, you may need an even bigger table. This size game will probably take a full afternoon or evening.

Up to 700 points   16'/4.8m x 5-6'/1.5-1.8m

A massive game this size will need a really big table. A table this size makes long-range artillery and armoured personnel carriers to move your infantry vital, while heli-borne infantry come into their own. You'll probably want to set aside a whole day for a big game like this.

Global War   24'/7.2m x 5-6'/1.5-1.8m

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

INTERESTING TABLE LAYOUTS

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.

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.

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

ALTERNATE TABLE LAYOUTS
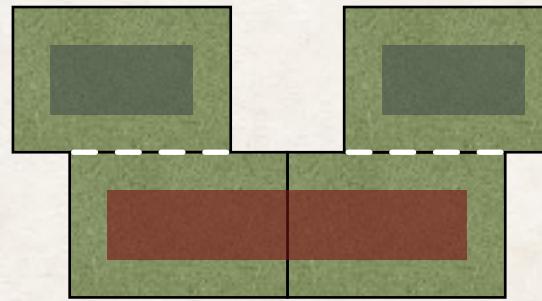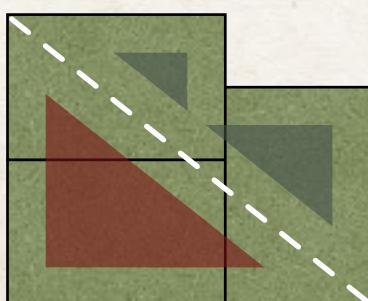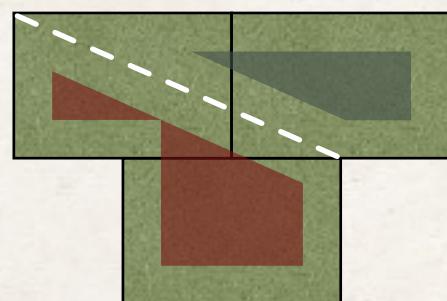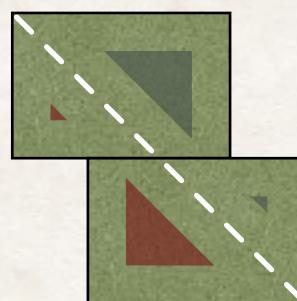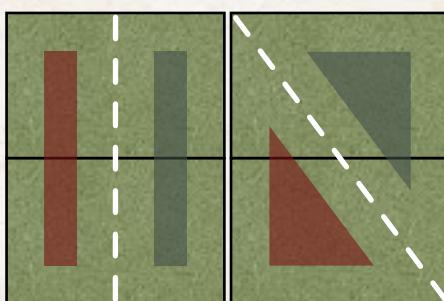
TYPE OF TERRAIN

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 Formation 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.

TOTAL WAR MISSIONS

Total War missions work quite differently from normal *Team Yankee* missions. In most *Team Yankee* games the game ends with the capture of the objective or the destruction of one force or the other. In *Total War*, 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.

Finally, you don't just have to play the *Total War* missions plain. Spice them 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.

MISSION: TOTAL VICTORY

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 counter-attacks while attempting to contest the enemy's objectives.

You'll also notice that the Total Victory mission allows you to bring reconnaissance and airborne 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!

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 50 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 excluding any Spearhead Units. The attackers may chose to keep any Units they wish in Reserve.

   Any Units not completely deployed within 20 minutes must be held in Reserve.

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 Formation must deploy within 32"/80cm of their Formation Command team.

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

9. The attacking side now deploys any Spearhead Units that are not held in Reserve.

10. Reserves arrive from their sides' table edge, except that any Spearhead Units or Helicopters carrying Infantry Units may instead enter the table from any other table edge where their entry point is at least 8"/20cm from all enemy teams.

BEGINNING THE BATTLE

1. 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.

Attacker's table edge

12"/30cm

Attacker deploys here

12"/30cm

Both sides place one objective here

No Man's Land

12"/30cm

6"/15cm

Both sides place one objective here

12"/30cm

6"/15cm

12"/30cm

No Man's Land

Both sides place one objective here

12"/30cm

Defender deploys here

12"/30cm

Defender's table edge
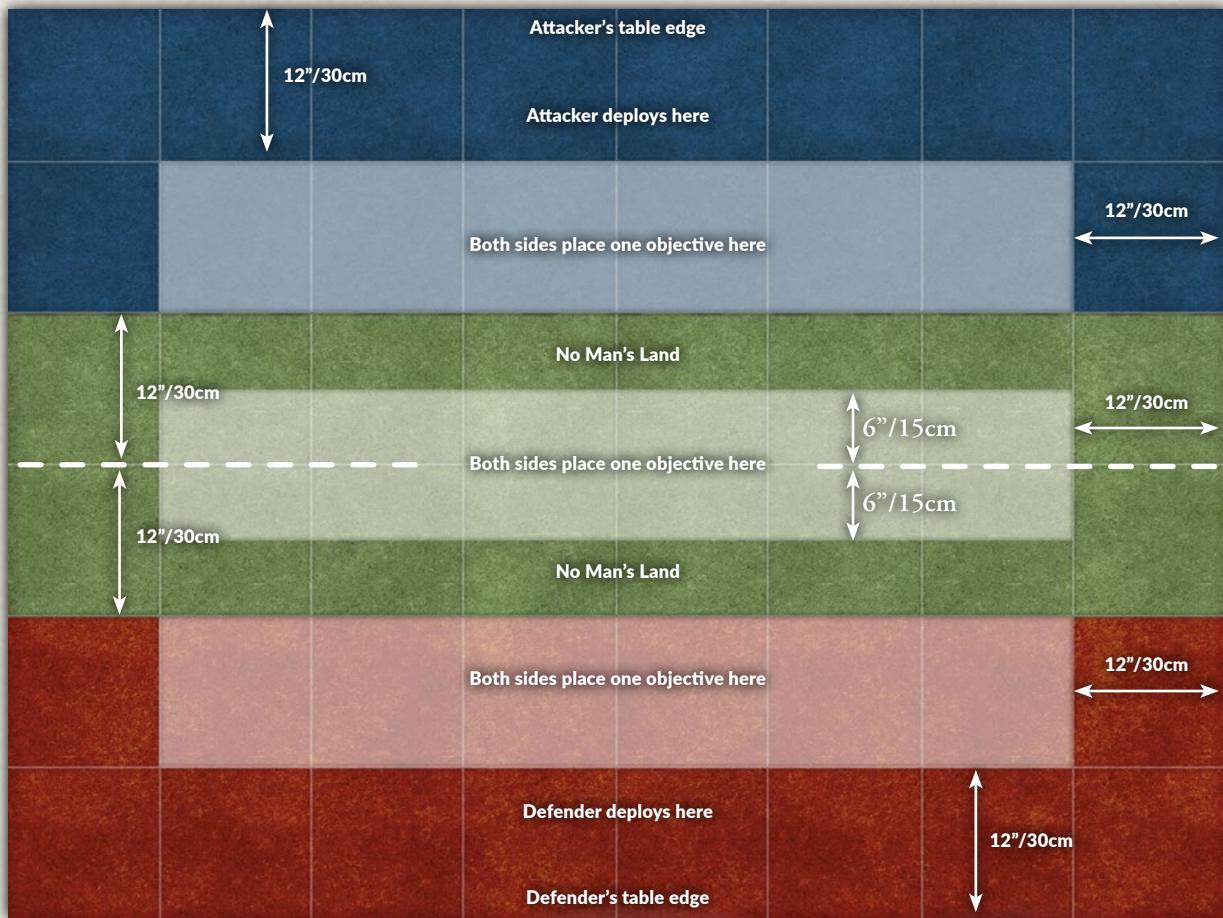
Fighting across Germany, rivers play an important role. They were easier to defend than open ground by channelling the enemy's advance toward crossings and bridges. This makes for a strong defence with a small amount of troops. The River Rush mission reflects a major river crossing attempt where both sides have massed a huge number of troops. This will be no simple fight!

The mission requires the attackers to take and hold their objective across the river, while the defenders attempt to stop them. The river crossing is so important that the attacking side is rushing any and all troops they can to the crossing point. That means that attacking units that are destroyed will return again as new reinforcements.

THE RIVER

Place a deep river running across the board approximately 12"/30cm into the attacker's table half. The river is impassable to Tank teams, but can be crossed by Infantry teams at Terrain Dash speed on a roll of 4+.

Place a river crossing (a bridge or ford) for every 24"/60cm of the river's length. These should be connected to the Attackers' table edge by a road network.

BRIDGE DEMOLITION

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.

At the end of their Starting Step, the Defending players may attempt to demolish bridges. Roll a die for each Infantry team adjacent to a bridge:

• If the result is 6, the bridge is demolished and collapses. Any teams on the bridge are immediately Destroyed.

• Otherwise nothing happens.

A demolished bridge is Impassable to Tank teams and Difficult Going to Infantry teams.

If at the end of their Starting Step, the Attacking players have a Tank team that is not Bailed Out or Bogged Down or an Infantry team within 4"/10cm of a bridge and the Defending players do not, they remove the demolitions, preventing all future attempts to demolish it.

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 50 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. Each side, starting with the defenders, places one Objective in the defender's table half in each 36"/90cm section of the table. The Objectives must be at least 8"/20cm from the table centre line and all table edges.

3. Each Defender now nominates at least half of their Units to be held off the table in Reserve. The remaining Units are then deployed on Defenders' side of the river.

   The entire Defending team rolls for Reserves together, then allocates the successes to players to bring Units on. Reserves arrive from the Defenders' table edge.

4. 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 12"/30cm from the river.

BEGINNING THE BATTLE

1. The Attackers have the first turn.

RECYCLING ATTACKERS' UNITS

When an Attacking Unit is Destroyed, it is placed in Reserve instead of being removed from play. An Attacking player may voluntarily destroy any of their Units to place them in Reserve at the start of the Starting Step.

When rolling for Reserves, each Attacking player rolls one die for each Unit held in Reserve.

• On a result of 5+, the Unit arrives from the Attackers' table edge.

• Otherwise, remains in Reserve.

Units remain part of the same Formation, even when they have been Destroyed and returned from Reserves. If a Formation fails its Morale Check, all of its remaining Units are removed and placed in Reserve.

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 you!

Attackers' Table Edge
Attackers' Reserves Arrive Here

Attackers Deployment Area

No-Man's Land

Ford

Bridge

Bridge

12"/30cm

8"/20cm

Defenders' Deployment Area

Both Players place
an objective in this area

8"/20cm

8"/20cm

8"/20cm

Defenders' Reserves Arrive Here
Defenders' Table Edge