Operation Totalize
August, 1944

An Armored Thrust Campaign

Armored Thrust Totalize, GAJO Games

Introduction

Armored Thrust is a turn-based area map campaign system. The **Armored Thrust** system is intended to provide a simple campaign system to generate interesting tabletop battles set in the era of modern warfare.

This campaign uses the core **Armored Thrust** engine to recreate the fighting in the British sector of Normandy during August of 1944, during Operation Totalize.

The **Armored Thrust** system was designed to use the popular Flames of War and Team Yankee series of miniature gaming rules for resolving the tabletop actions generated, but players who prefer other rules sets should be able to covert them without too much bother (see the conversion suggestions under Optional Rules).

Operation Totalize

Campaign Rules

3.0 Sequence of Play

Each campaign turn follows the following sequence:

Start Phase
• Check units for supply
Reinforcements arrive
• Determine weather

Order Phase
• Orders are turned in to the campaign umpire

Action Phase
• Umpire makes activation rolls if any orders call for entry into an enemy occupied area
 Umpire resolves movements based on orders and activation rolls, and determines engagements
• Umpire issues move results and engagements to commanders

Engagement Phase
• Players resolve engagements by tabletop battles
• Umpire adjusts force status, executes withdrawals

End Phase
• Umpire checks for leader casualties
• Umpire adjusts area control
• Units ordered to regroup recover fatigue
• Umpire issues end of turn status reports

4.0 Start Phase

The Start Phase of each campaign turn works as follows:

- Check units for supply
- Reinforcements arrive
- Determine weather

4.1 Supply –

Units check to see if they are in supply at the beginning of each turn. A unit is in supply if it is either in a friendly supply area or if it can trace a line of areas not under enemy control to a friendly supply area.

Supply areas for each side are defined on the campaign map.

A unit that is out of supply suffers the following effects:
- It may not regroup
- It is treated as "leg" mobility for movement
- it has an additional -1 to any activation rolls
- In tactical actions, vehicles from the unit may not move more than ½ their normal move, nor use road dash movement
- In tactical actions, ammunition restrictions cause a -1 to firepower rolls, with a natural 6 still indicating a success

Supply Levels –
Both sides received fluctuating levels of supply throughout the campaign, with the Arab forces having a significant advantage at the start due to their detailed planning and preparations.

The Campaign Timeline will note turns where each side has either plentiful supplies or paltry supplies available. All other turns have normal supply levels.

The effects of supply levels are as follows:
- A side with plentiful supply gains a +1 to all of their activation rolls that turn
- A side with normal supply resolves activations without a bonus or penalty from supply
- A side with paltry supply receives a -1 to all of their activation rolls that turn

4.0 Start Phase (continued)

4.2 Reinforcements –

The Order of Battle in this campaign module details the time and location of entry for reinforcements.

Reinforcing units arrive during the start phase, and they may move and activate normally during the turn of their arrival.

4.3 Determining Weather –

Weather for the campaign turn is determined after reinforcements.

The weather during this campaign was a constant worry for the Allied command, with the summer of 1944 being one of the wettest on record in Normandy.

To reflect this, at the start of the campaign turn indicating that weather starts, roll for weather on the table below:

Weather Table	
Weather	Die Roll
Clear (Mist in AM turns)	1-4
Overcast	5
Heavy Rain	6

Weather affects the campaign as follows:

- **Clear:** no effect

- **Mist:** affects turns 1-2 of a tabletop action; -1 to air arrivals, max visibility is 24"

- **Overcast:** neither player may purchase air support in tabletop engagements; no Allied air interdiction

- **Heavy Rain:** neither player may purchase air support in tabletop engagements, all movement is treated as terrain, no Allied air interdiction

5.0 Order Phase

> The Order Phase of each campaign turn works as follows:
>
> • Each side gives orders to each of their units

5.1 Issuing Orders –

There are several options for determining orders for submission:

Method One:
- The overall commanders issue a general plan for the turn to their subordinates
- Unit commanders turn in orders to the campaign umpire*

Or Method Two:
- Each CiC can simply issue orders for all units on a side to the campaign umpire* each turn.

Note: method two significantly speeds up play, at the cost of losing some of the interesting natural friction that comes with individual unit commanders "interpreting" the CiC's direction.

* - if the players prefer that no one serves as campaign umpire, the players may sit down and reveal orders and roll for the action phase together.

5.2 Orders –

During the Order Phase each side may give orders to any or all their units.

Units may be ordered to:
- Move
- Attack
- Defend
- Regroup

Move:
Units often need to maneuver to reinforce threatened areas, or to position themselves for further action.

A unit may be ordered to move within friendly controlled areas. It may move up to its maximum move distance (see Movement) as directed by the order.

A force ordered to Move is considered to have a *Maneuver* tactical posture.

5.0 Order Phase (continued)

5.2 Orders (continued) –

Attack:
To achieve victory one must eventually take the fight to the enemy.

A unit that the player desires to enter area(s) not under friendly control must be given an attack order. Attack orders require an activation check (see Activation) before they can be executed.

A force ordered to Attack is considered to have an *Attack* tactical posture.

Note the Path –
A Move or Attack order must specify the intended path of movement (list each area intended to be entered in the order).

Defend:
The unit remains stationary and prepares to hold the area it occupies.

A force ordered to Defend is considered to have a *Defend* tactical posture, unless it has recon or motor mobility, in which case it is considered to have a *Maneuver* tactical posture.

Regroup:
Extensive combat can wear on a unit, requiring it to reassemble and regroup. A commander may also give a force a regrouping order, to have it focus on replenishing its strength, recovering lost vehicles, etc. Alternately, regrouping may be required based on combat results from the prior turn.

The regrouping unit remains in place, counting as stationary for engagements. It may engage in combat as normal if attacked.

A force that is regrouping in an area where there are no engagements during a night turn will reduce its fatigue level during the End Phase.

6.0 Action Phase

The Action Phase of each campaign turn works as follows:
- The umpire makes activation rolls if any orders call for entry into an enemy occupied area
- The umpire resolves movements based on orders and activation rolls, and determines any engagements that result
- The umpire issues move results to unit commanders and notes any engagements generated

6.1 Activation –

A unit ordered to enter an enemy controlled area must roll their activation number or higher to enter the area.

If a unit fails its activation roll, it immediately halts in the last area it could enter without requiring an Activation check.

A unit ordered to enter a friendly or uncontrolled area or areas does not need to roll for activation, even if an enemy unit also is ordered to enter the same area.

Out of Supply Forces:
Any force that is out of supply for more than 3 campaign turns must check to see if it surrenders / breaks apart during the Action Phase.

The force makes an activation check, with 1 re-roll. If it fails, the unit is combat ineffective and removed from the campaign.

Activation Modifiers:
A force's activation roll may be modified based on the following factors. All modifiers are cumulative, but a roll of a natural 1 is always a failure, and a natural 6 always a success, regardless of modifiers.

- A force that is out of supply receives a -1 modifier to its activation roll
- Any force during a night turn receives a -2 modifier to its activation roll
- A force may incur a modifier to its activation roll based on its fatigue level (see Fatigue)
- A leader in the same area may provide a bonus to activation

6.0 Action Phase (continued)

6.2 Movement –

Units have a movement allowance as follows:

Movement Allowance	
Mobility	Movement Points per Turn
Recon	6
Motor	4
Semi-Motor	2
Leg	1

Mobility Definitions –

Recon – highly mobile units whose primary purpose was recon and screening, fully motorized and optimized for swift movement. Includes leaders.

Motor – fully motorized units, with enough integral motor transport to lift all personnel, weapons and supplies required for extended action.

Semi - Motor – partially motorized units, with at least enough integral motor transport to lift all heavy weapons / artillery and supplies required for extended action.

Leg – any other unit, often utilizing horse –drawn transport for heavy weapons / artillery and supplies, or with a very limited supply of motorized transport relative to heavy weapons and associated supplies.

Normandy Movement Types –
Each Armored Thrust campaign will define the local terrain and movement costs based on that local area.

In the Normandy theater, movement was significantly constrained by the close terrain, deliberately flooded river valleys and narrow trails.

Movement costs for Normandy are detailed in the table below.

Normandy Movement Table	
Connector Type	MPs Per Connector
Major Road	½
Minor Road	1
Farm Lanes	2

6.0 Action Phase (continued)

6.3 Movement Special Rules –

Completing Movement –

In order to complete a movement, the unit must have sufficient movement points to pay the cost for the connector traversed. The exception to this is that a unit may always traverse one connector each turn, regardless of the movement point cost.

A unit that is out of supply is treated as a leg unit for mobility purposes until it starts a campaign turn in supply.

Units must be activated to enter an enemy controlled area (see Activation). An activated unit must stop when entering an enemy occupied area.

Control of Areas –

All areas on the campaign map are controlled by one side or the other. Control of areas affects the ability to trace supply and for reinforcements to arrive.

- Supply may only be traced through friendly controlled areas. Enemy controlled areas block line of supply.

The campaign map specifies which areas are under whose control at the start of the campaign. As movement and combat occur, control of areas will change status as noted below:

- Unoccupied friendly controlled areas that are entered by an opposing unit immediately come under the control of the opposing side
- Occupied friendly controlled areas that are entered by an opposing unit may change in control based on the results of an engagement resolved in that area (see Engagement Results).
- Base areas may not be entered by enemy forces and never change control during a campaign.

6.0 Action Phase (continued)

6.3 Movement Special Rules –

Supply Areas –

The supply areas for both sides are marked on the campaign map.

All units need to trace a line of supply to a friendly controlled supply area, or they will be out of supply (see 4.1 Supply)

Base Areas –

Some Armored Thrust campaigns will have base areas for one or both sides.

Only units of the controlling player may ever enter a base area, and a base area may never be attacked.

Units in a base area are always considered to be in supply.

7.0 Engagement Phase

The Engagement Phase of each campaign turn works as follows:

- Engagements are resolved by tabletop battles
- Force status is adjusted, withdrawals executed, etc. based on results

Engagements –

Any time units of both sides occupy or attempt to occupy a single map area an engagement will result. Engagements are resolved by fighting out one or more tabletop actions between the opposing forces.

Normally each engagement should be resolved by a single tabletop action. If the players prefer, multiple engagements can be fought out on the tabletop, and the results averaged to determine an overall result.

All tabletop actions in a map area will be fought out using the same mission (see Determining Engagement Type below).

Follow the normal mission rules for determining who are the attacker and defender for each tabletop action (note that this does not necessarily correlate to the strategic "attacker" – the force that moved into the area).

To resolve an engagement, follow the following process:

A. Check for withdrawals
B. Determine the type of engagement
C. Determine the formations involved and point allocation
D. Build forces
E. Resolve the engagement by fighting out one or more tabletop action(s)
F. Determine overall engagement result and implement engagement outcomes

7.0 Engagement Phase (continued)

Note: Alternate Engagement Options

Linked Tables: for larger groups the number of tabletop actions to be fought may equal the number of player pairs available. These are fought using the linked tables rules (see Optional Rules). This allows larger groups to allow everyone who wants to play to build and fight a company (such as on a regular club night).

Total War: if the players prefer, they may play out any or all of a campaign turn's engagements using the "Total War" rules (see Optional Rules section).

A) Check for Withdrawal -

If the entire force on either side in an engagement has recon mobility, that force may attempt to withdraw from the engagement prior to fighting it out.

If the owning player elects to withdraw, roll 1d6 and check for success on the table below. If the opposing force consists of campaign units with more than one mobility, use the slowest mobility for the check.

Note that if both forces are entirely recon mobility, or the recon mobility force has no friendly adjacent area to withdraw to, there is no chance of withdrawal and an engagement occurs normally.

Executing the Withdrawal:

The withdrawing force is moved to the adjacent area that requires the fewest movement points to reach. If there is more than one area meeting this criterion, then the owning player may select the area to withdraw to.

Effect of Withdrawal:

The non-withdrawing force gains (or retains) control of the area. No fatigue is incurred for either side, nor is either force required to regroup during the following campaign turn.

Recon Withdrawal Check	
Opposing Mobility	Score Needed to Withdraw
Recon	n/a
Motor	3+
Semi-Motor	2+
Leg	automatic

7.0 Engagement Phase (continued)

B) Type of Engagement –

Determine Posture:
- A force ordered to Move will have a tactical posture of *Maneuver*
- A force ordered to Attack will have a tactical posture of *Attack*
- A stationary force with recon mobility will have a tactical posture of *Maneuver*
- All other forces have a tactical posture of *Defend*

Mission Type: for each action generated, compare the posture of the two forces and roll 1d6 on the Battle Plans Table on the next page to determine the mission.

Special Cases –

Fortifications:

if a force occupies a fortified area it controls, the mission is automatically No Retreat, and the player controlling the area is automatically the defender.

Connector Engagements:

If units of both sides attempt to use the same connector in the opposite direction, a free for all engagement results in the most open applicable terrain. A road must be placed connecting both long table edges after all terrain has been placed. Both players roll off to place it, and to place each other terrain piece.

The loser of this engagement must fall back to the area it entered the connector from. The winner also falls back unless the engagement was an overwhelming (8-1 in Flames of War) victory, in which case the winner occupies the loser's entry area and all defending forces in that area must retreat and regroup.

7.0 Engagement Phase (continued)

Battle Plans Table:

BATTLE PLANS

PLAYER TWO'S PLAN	PLAYER ONE'S PLAN		
	ATTACK	**MANOEUVRE**	**DEFEND**
ATTACK	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout	Player Two Attacks 1: Breakthrough 2: Counterattack 3: Contact 4: Killing Ground 5: Cornered 6: Outflanked	Player Two Attacks 1: Dogfight 2: Bridgehead 3: Breakout 4: No Retreat 5: Killing Ground 6: Rearguard
MANOEUVRE	Player One Attacks 1: Breakthrough 2: Contact 3: Counterattack 4: Killing Ground 5: Cornered 6: Outflanked	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout	Player Two Attacks 1: Breakthrough 2: Bridgehead 3: Counterattack 4: No Retreat 5: Dogfight 6: Outflanked
DEFEND	Player One Attacks 1: Dogfight 2: Bridgehead 3: Breakout 4: No Retreat 5: Killing Ground 6: Rearguard	Player One Attacks 1: Breakthrough 2: Bridgehead 3: Counterattack 4: No Retreat 5: Dog Fight 6: Outflanked	Roll to see Attacker 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout

7.0 Engagement Phase (continued)

C) Determine Forces / Points –

Once an engagement needs to be fought, each player selects their forces. Each tabletop action will be played out with a force on each side. A basic force for a tabletop action using Flames of War / Team Yankee is either 100 points or the base level determined by the group at the start of the campaign.

This can be modified as follows:
- A force may have one or more bonus units available (see Bonus Units below)
- a force may be allocated extra points as a result of Strategic Advantage

Strategic Advantage:
Based on strategic maneuvering and the overall state of the units involved, an engagement may be evenly balanced (reflected in equal points tabletop games), or one force may have a strategic advantage.

A strategic advantage is reflected in the Armored Thrust rules by either an increase in points levels and/or die re-rolls that may be used during a tabletop game. Bonus points are added to each player's base force level.

Please reference the Strategic Advantage Table below:

Strategic Advantage Table		
Strategic Factor	Extra Points	Re-Rolls
A force has higher total unit strength than its opponent #	+ 3.3%	-
A force has total unit strength double that of its opponent #	+6.7%	-
A force has total unit strength quadruple that of its opponent #	+10%	1
Facing an enemy force with unit strength zero (regardless of ratio)	+20%	2
For each fatigue level lower than your opponent @	+5%	-
Flanking bonus (per additional connector) *	-	1
* Flanking - a non-stationary force which has entered a map area via multiple connectors gets a bonus *# - only the most advantageous case applies* *@ - determined based on the highest fatigue level present in the area of the engagement*		

7.0 Engagement Phase (continued)

D) Build Forces –

Each player now builds a force at the points level determined. For Flames of War, the typical baseline points level for forces is 100-120 points.

Note that your choices may be restricted to reflect the actual historical forces present – restrictions are noted in the Order of Battle and Army Selection Restrictions sections.

Alternate Force Levels:

While 100-120 points is a typical baseline for actions using Flames of War, players should feel free to define an alternate point level for the campaign if they agree.

A smaller baseline level, like 60 or 80, will create different force selection challenges and increasing maneuver space on a typical 4' by 6' table.

A larger baseline level, like 150 points, allows fielding larger forces. Players using a higher baseline may want to adjust their table sizes to a width of at least 8 feet.

Determine Core Formations Involved:

Each force fielded in a tabletop engagement must include one of the core formation options for one of the campaign units present in the engagement. These are listed on the unit listings as Core Tabletop Options.

Players are free to select other formation options (from those allowed in the Order of Battle for that side) if they field one or more additional formations.

Bonus Units:

A campaign unit may be entitled to field one or more bonus units, which will be spelled out in the order of battle.

Bonus units cost no points, and they are treated as support units in game terms.

Bonus units, being un-pointed, are not required to be held in reserve in missions requiring reserves.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions –

The specifics for setting up tabletop actions are as follows:

Setting up the table –
Each table is set up as follows:
- each table should use the standard FOW sizes (4' by 6', or 4' by 8' for high point forces) [note that if this amount of space is not available, players can use 4' by 4' for wide tables and 3' by 6' for long tables, reducing the basic force size to 75 points]
- Terrain is placed on the tabletop based on the guidelines below

This campaign uses the terrain placement tables detailed below.

Tabletop Actions on Night Turns –
Any engagement taking place during a night campaign turn uses the night fighting rules (page 113 of FOW).

Air support may not be purchased for engagements fought during a night turn.

Fight the Engagement –
Once the tabletop is set, follow the process outlined in your chosen set of tactical rules to resolve the engagement.

Basic Normandy table:
Roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

East Normandy Terrain Table	
Terrain	Die Roll
Hedged Crop Field	1
Open Farmland	2-3
Norman Farm	4
Woods	5
Ridge or low rise, or village	6

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 4" and no more than 12" in length and width, and they may cover no more than ¼ of the surface area of that section of the table (exception – see open farmland).

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions
(continued) –

Wood Area table:
Set up the table as per other terrain in the area. In addition, the defender may place 2 woods anywhere on the table prior to rolling for terrain.

River Area table:
Set up the table as per the basic Normandy table above. Any ridges or low rises rolled for should be replaced with a flooded area.

Hill Area table –
Set up the table as per other terrain in the area. In addition, the defender may place 2 ridges or low rises anywhere on the table prior to rolling for terrain.

Mining Area table –
Set up the table as per other terrain in the area. In addition, the defender may place up to 4 mine workings anywhere on the table prior to rolling for terrain.

Railway Area table –
Set up the table as per other terrain in the area. In addition, the defender may place a railway embankment connecting any 2 table edges prior to rolling for terrain.

A railway embankment must have at least one level crossing for every 3 feet in length. The defender must place one or more roads to create level crossings to meet this requirement.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions
(continued) –

Normandy Terrain Rules:

Hedged Crop Fields –
A hedged crop field should have each edge measure from 6" to 12" in length.

Each hedged crop field should be enclosed by a tall Norman hedge with one or two entrances. Norman Hedges are tall terrain and require a cross check to traverse except at openings.

Crop fields are low terrain, slowing vehicle movement and providing cover against any fire crossing them, unless it is coming from tall terrain.

Open Farmland –
Open farmland covers the entire area in crop fields. This is an exception to the normal rules for terrain piece coverage within an area.

Crop fields are low terrain, slowing vehicle movement and providing cover against any fire crossing them, unless it is coming from tall terrain.

Up to one in four crop fields may be fallow. A fallow field is terrain, slowing movement but offering no concealment.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions
(continued) –

Normandy Terrain Rules:

Flooded Areas –
Each flooded area should have a natural shape, cover no more than ¼ of the surface of the area it is placed within.

The Germans deliberately flooded much of the low-lying terrain in Normandy, both to present a hazard to Allied paratroopers and to slow Allied movement after landing. Flooded areas are impassable to non-amphibious vehicles and require cross checks for gun teams. Teams may not dig in / occupy foxholes in a flooded area.

Wood –
Each wood feature should have a natural shape, cover no more than ¼ of the surface of the area it is placed within.

A wood is tall terrain, and difficult going, requiring a cross check to traverse.

Ridges / Low Rises –
If this option is called for, the placing player must declare if the feature is a ridge or a low rise. Each feature should have a natural shape, cover no more than ¼ of the surface of the area it is placed within.

Ridges and low rises in this area tend to be gentle, but they offer good visibility over lower terrain. Both features are tall, but they do not require cross checks for movement. A ridge is terrain for movement purposes, while a low rise is treated as cross-country.

Railway Embankments –
The area south of Caen had iron mines and quarries, served by narrow gauge railways. These railway embankments were significant obstacles to vehicles and tall enough to block sight lines.

A railway embankment is tall terrain, and it requires a cross check for vehicles to enter or move along / through. Any area crossed by a road is a level crossing, which is not tall terrain and does not require cross checks.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions
(continued) –

Normandy Terrain Rules:

Villages –
Each village should consist of 2+d3 buildings, and it may also include a walled orchard or olive grove of up to 8" by 8".

Villages should be connected to at least 3 board edges by roads. The roads may be fully or partially lined with tall hedges.

Villages in this area were mostly sturdy stone buildings. Any infantry stand touching or within a building or behind an orchard wall is considered concealed and in foxholes.

Mine Workings –
Each mine working is represented with the footprint of a minefield (2" circle around a circular token).

A mine working is difficult flat terrain, but an infantry or gun unit fully or partially within it is treated as being in bulletproof cover.

Infiltration – the defender on a table with mine workings may place one additional infantry unit in ambush, beyond the normal number allowed for the mission being played. This unit may appear from ambush using the normal ambush rules, or anywhere within 6" of a mine working anywhere on the table.

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes –

Engagement Outcomes:

Engagements result in possible changes in control of the area fought in, plus potential degradation of the capability of the units on each side.

Each tabletop action will result in each side earning victory points (VPs) as per the normal FOW rules.

After all tabletop actions for a given area have been resolved; total the VPs achieved for each side and that is the overall VP count for the engagement. Engagement Outcomes are determined based on the table below.

Note that if the VPs are even and both forces are moving, both must retreat, leaving the area unoccupied. In this case, the side that originally controlled the area retains control of it.

Engagement Outcomes	
Overall VP Ratio	Outcome
Winning side won by 8-1 or greater ratio	• Winning force controls the area, losing side must retreat • All of the units in the losing force must regroup and remain stationary during the following campaign move • Any units of the winning force receive a strategic advantage in any action during the following campaign move
Winning side won by a 7-2 or 6-3 ratio	• Winning force controls the area, losing side must retreat • All of the units engaged must regroup and remain stationary during the following campaign move
Draw / No winner	• Stationary force remains in area, any moving forces retreat • All of the units engaged must regroup and remain stationary during the following campaign move

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes (continued):

Fatigue –

Units that engage in combat incur losses and wear and tear that reduces their ongoing effectiveness, until they manage to regroup and incorporate replacement personnel and equipment.

To reflect this, every unit involved in an engagement will adjust their fatigue level based on the results of the tabletop action.

The table below shows the outcomes:

Tabletop Outcome	Fatigue Level Change	
	Winning Side	Losing Side
8-1*	none	+2
8-1	+1	+2
7-2	+1	+2
6-3	+1	+1
Draw	+1	+1
* = if the winning side loses zero units		

For example, a German force defeats a British force by a VP score of 7-2. Each unit in the German force increases their fatigue level by one. Each unit in the British force increases their fatigue level by two.

Fatigue Levels –

The different fatigue levels and their effects are detailed below:

Fatigue Levels		
Level	Details	Effect(s)
1	Close to full strength	None
2	Limited offensive capability	-1 to activation
3	Suitable for defense	-2 to activation
4	Limited defensive capability	May not be ordered to attack
5	Unsuitable for combat	Treat unit strength as zero

In addition, the difference in fatigue levels between forces gives a bonus in engagements to the less fatigued force (see Engagements).

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes (continued):

Retreat –

Units may be required to retreat, based on engagement results or other circumstances. Retreating units must immediately move to an area adjacent to the one they currently occupy.

The retreating unit will move to the area selected using the criteria below (in priority order):

1. To the area it entered the engagement from
2. If that area is now under enemy control, then to the area it can reach by expending the least number of movement points
3. If there are multiple areas that meet the criterion in 2, then the umpire will select one randomly, or alternatively, the controlling player may choose

Surrounded / Surrender –

A retreating unit may not enter an area that is under enemy control. If no adjacent area is available for a unit that must retreat it will instead surrender. Surrendered units are no longer available for the duration of the campaign.

8.0 End Phase

The End Phase of each campaign turn works as follows:

- Check for Leader Casualties
- Umpire adjusts control of areas
- The umpire adjusts the fatigue level of any units ordered to regroup
- Umpire issues a general status report (as of the end of the turn) to all players

8.1 Leader Casualties –

A character or leader may be lost in action. If a named character is a casualty in a tabletop action, make any saves as normal for him. If he would still be eliminated, remove him from the tabletop. During the End Phase of the turn, the owning player rolls 1d6 – on a roll of 1 the character is killed, on a roll of 2-3 the character is badly wounded and removed for 1d3 campaign turns, returning from any valid reinforcement entry point as a reinforcement. On a roll of 4-6 the character suffers only a minor wound and is back in action quickly with no long-term effect on the campaign.

8.2 Fatigue and Regrouping –

At the end of each turn units may have the opportunity to reduce their fatigue level. Fatigue levels may only be reduced if the unit is in a friendly-controlled area where there was no engagement that turn. Fatigue levels may not be reduced below one.

Regrouping units do not recover fatigue during morning and afternoon turns. Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

8.0 End Phase (continued)

8.3 Reporting –

At the end of each turn the referee will issue a general status report. Each side's commanders will be aware of the following information:

- the summarized outcome of any engagements fought that turn. Winner, loser and victory point totals for each side.

- the final location of their side's units, their fatigue level, and whether they are required to regroup in the upcoming campaign turn.

9.0 Campaign Results

Victory –

The Allied goal during Totalize was to break through the heavy defenses and high ground controlling the highway to Falaise, and breakout in that direction to cut the German defense in two.

The German goal was simpler, to hold their lines for as long as was possible, or alternately to restore a defensible line through counterattack if that failed.

To reflect this, key campaign areas are noted as objectives on the campaign map.

Each player receives the following VP values, for each such objective area that is under their control and in supply:

- The Allied player receives 10 VP for each phase one objective area, and 15 VP for each phase two objective area under their control
- The German player receives 20 VP for each phase one or phase two objective area under their control

At the end of the campaign, the total German VPs are subtracted from the total Allied VPs to get a net Allied total, which is compared to the chart below to determine the victory level:

Victory Level Table	
Outcome	Allied VPs
German Decisive	<25
German Marginal	50
Allied Marginal	75
Allied Significant	90
Allied Crushing	100+

10.0 Airpower

10.1 Air Operations

Axis Air Restrictions –
By the time of Operation Overlord, the Luftwaffe had been virtually driven from the skies in France, and they were forced to concentrate most of their resources defending German Industry and cities.

A common lament from German troops in Normandy was "where is the Luftwaffe?" To reflect this, Axis forces may not purchase air support in any tabletop action.

Allied Air Support –
In contrast to the difficulties facing the Luftwaffe, the Allied Air Forces were omnipresent during Operation Cobra and the breakout. Allied players may purchase air support in a tabletop action unless prohibited by weather or night.

Allied Air Interdiction –
In addition to providing tactical support to their ground forces, the Allied Air Forces were very effective in interdicting Axis supplies and harassing any movements.

To reflect this. Axis forces treat all connectors as farm lane connectors (2 movement points per area to cross) during daylight turns with clear or mist weather.

10.0 Airpower (continued)

10.2 Carpet Bombing

Operation Totalize featured two separate extensive carpet bombings of the breakthrough area by Allied heavy bombers.

The damage to German positions was not as extensive as that inflicted during Operation Cobra, but units in the carpet-bombing zone suffering casualties and disruption.

To reflect this, the Allied CiC may designate any two adjacent non-friendly areas for carpet bombing on the August 7 night campaign turn, and any two adjacent non-friendly areas on the August 9 AM campaign turn.

Any unit within the carpet-bombing zone receives an additional 2 fatigue levels.

Also, any tabletop actions in an area in or adjacent to the carpet-bombing zone start with the defender's units all pinned, and any vehicles bailed out, at the start of the tabletop action.

The fatigue inflicted on units directly in the carpet-bombing areas represents temporary disruption plus some permanent losses. Such a unit recovers fatigue as normal when it successfully regroups during a night turn.

11.0 Optional Rules

11.1 Using Other Rules Systems –

Although Armored Thrust was designed to be used with the Flames of War and WW3 Team Yankee series tabletop rules, they will work with almost any era-appropriate rules set of the players' preference. To convert them for use with your favorite rules set, simply adjust the following:

- Units – swap out the FOW/WW3 units noted for the equivalent under your rules set. For example, Command Decision (CD) uses battalions as the basic unit of maneuver. So instead of FOW formations for the Panzer Lehr Division, represent it with CD battalions present in the Panzer Lehr. Alternatively, each player could use the CD Test of Battle rules to create a kampfgruppe using the CDTOB points system.

- Representative Forces – you should ensure that your rules set / lists are restricted to the appropriate troop types and mix for the campaign period to ensure a good balance and historical feel

- Fatigue Effects – as noted above, simply substitute effects consistent with your preferred rules set. In Command Decision, for example, instead of adding points to your force to reflect enemy fatigue, you might simply add one vehicle or platoon for each fatigue point (if you are not using the points rules).

- Missions – you can adjust the chart to match missions customized for your preferred rules set, or simply use the basics of the FOW missions for your games. The author has done this with CD games and found that it works perfectly fine with a little judgment.

Note that the newer CD Test of Battle rules include a set of missions, which are different for attacker and defender. Simply adjust the mission chart to map to the CD missions and you should be ready to go.

11.0 Optional Rules (continued)

11.2 Optional Battle Resolution –

Armored Thrust campaigns are designed to generate interesting tabletop engagements for players to game out on the tabletop.

Occasionally, though, players may encounter a situation where they cannot resolve all of the battles for a campaign turn through tabletop actions, but still desire to move on to the following campaign turn.

In this case players may resolve any leftover engagements as follows:

- Roll 1d6 for each point of unit strength that side has in the contested area
- All rolls of 6 are considered a success
- The side with the greater number of successes has won the engagement – a side with one more success has won 6-3, a side with two more successes has won 7-2, and a side with 3+ more successes has won 8-1
- If there are an equal number of successes the engagement is a 2-2 draw

11.3 Large Battles / Total War –

Players may enjoy a larger, multi-player tabletop engagement and should feel free to resolve any or all engagements in this manner.

Operation Totalize

Campaign Timeline

12.0 Campaign Timeline

Campaign Timeline

The Operation Totalize campaign commences on the Night of August 7th, 1944 and ends by August 10th, 1944 (a total of 4 days).

It covers the fighting in the eastern sector of the German Panzergruppe West during the critical phase of Operation Totalize.

Time Scale
In this campaign, each day is represented by a morning, afternoon and night turn.

Reinforcements –

Both sides receive additional units during the campaign. Reinforcements arrive in the Start Phase of the designated campaign turn and are free to move, activate and enter combat during the turn of their arrival.

Reinforcement Arrival Areas –
- All reinforcements arrive at a friendly base area.

Morning (AM) Turns –

During a morning turn, any weather result of clear is instead mist. The mist will burn off during the morning, so the effects of mist only last for the first two turns of any tabletop actions fought.

Night Turns –

Activating at Night:
During a night turn, unit activation for an attack order is reduced to 6.

Exception: a campaign unit with the night attack special rule uses its normal activation rating.

Regrouping at Night:
Regrouping units do not recover fatigue during morning and afternoon turns. Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

Air Support at Night:
Air support may not be purchased for engagements fought during a night turn.

Allied air interdiction is not in effect during night turns.

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Axis	Supply State Allied	Reinforcements
1	Night Aug 7	Carpet Bombing 1 Column Moves Mechanized Infantry Rolling barrage			
2	Tue Aug 8 AM	Mechanized Infantry Rolling barrage	Paltry	Plentiful	GER Reinforcements ALLIED reinforcements
3	Tue Aug 8 PM	Mechanized Infantry	Paltry	Plentiful	
4	Night Aug 8	Mechanized Infantry			
5	Wed Aug 9 AM	Carpet Bombing 2 Mechanized Infantry	Paltry	Plentiful	
6	Wed Aug 9 PM	Mechanized Infantry	Paltry	Plentiful	
7	Night Aug 9	Mechanized Infantry			GER Reinforcements
8	Thu Aug 10 AM		Paltry	Plentiful	
9	Thu Aug 10 PM		Paltry	Plentiful	
10	Night Aug 10	End of Campaign			

Operation Totalize

Order of Battle

13.0 Order of Battle

Order of Battle (OOB):

This Order of Battle (OOB) shows the historical forces involved in the campaign, along with guidelines for creating a force drawn from them for tabletop play.

For those gamers using Flames of War, each historical unit is linked to one or more representative formations detailed in the associated army books and command cards.

These core formations show the represented tactical unit types that might be present on the field and provide the parameters for organizing a force for a tabletop action.

The strength of a unit in the campaign relative to other units is shown as its unit strength. Its strategic and logistical maneuver capability will be shown as its mobility.

Note that if players prefer to utilize other tabletop rules, simply replace the FOW units with the equivalent using your preferred tabletop rules set.

Also Included are instructions showing their initial deployment, as well as noting any reinforcements and their turns of entry.

Force Changes / Restrictions –
Flames of War forces are selected from the appropriate Late War list and Command Cards. As the campaign is set in August of 1944, some of the late war equipment was not yet available. Details by nationality are as set forth in the Army List Section.

Forces in this campaign are drawn from the following Flames of War books and the associated command cards:
• D-Day: Germans
• D-Day: Waffen SS
• D-Day: British
• Fortress Europe

Players using other rule sets should also be able to convert their forces by following these guidelines.

13.0 Order of Battle (continued)

Key Term Definitions

The OOB uses the following key terms:

- **Campaign Unit** – the basic unit for the campaign, generally representing the basic maneuver element for the campaign in question. Armored Thrust uses a flexible scale - in some campaigns this will be a corps, division or large brigade, but in certain cases it may be a larger or smaller unit.

- **Campaign Group** – a campaign group is used to describe all of the units of one side that occupy a single map area. A campaign group will consist of one or more campaign units.

Example – if the 21st Panzer Division (unit strength 5) and the 16th Luftwaffe Division (unit strength 2) occupy Tilly la Campagne; they constitute a group with a unit strength of 7.

Reading the OOB

The areas of the OOB provide the following information (see diagram below):

1. **Unit Name** – the title of the unit
2. **Mobility** – its mobility class, the number to the right of the slash is the number of movement points it receives each turn
3. **Activation** – the base number needed on a d6 to activate each turn
4. **Unit Strength** – the relative strength of the unit in campaign terms
5. **Core Formation** – you must field at least one formation from this section for tabletop actions
6. **Required Command Cards** – lists any required command cards that must be purchased for your core formations
7. **Bonus Unit(s)** – you receive the bonus unit (s) listed as free support choices

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
272nd Inf Div	Leg / 1	5	2	Beach Defense company [2]		Platoon of 3x Marder (7.62cm) (Fortress Europe) [13]
①	②	③	④	⑤	⑥	⑦

13.0 Order of Battle (continued)

Initial Deployment –

Allied:

Allied units available at start may be deployed in any area not initially under German control.

Axis:

Axis units available at start are deployed in any of the indicated areas for their division:

- 89th Infantry Division – any area not initially under Allied control

- 12th SS Division – any area south of the German 2nd Defense Line. The division was resting in reserve in and around the German second defense line when Totalize was launched.

13.0 Order of Battle (continued)

13.1 – Axis Forces:

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
AXIS FORCES – at start						
89th Infantry Division						
I/GR1055	Leg / 1	5	1	Beach Defense company [2]		Platoon of 2x Brummbar [1] (13)
II/GR1055	Leg / 1	5	1	Beach Defense company [2]		Platoon of 2x Brummbar [1] (13)
III/GR1055	Leg / 1	5	1	Beach Defense company [2]		Platoon of 2x Brummbar [1] (13)
I/GR1056	Leg / 1	5	1	Beach Defense company [2]		Platoon of 2x Brummbar [1] (13)
II/GR1056	Leg / 1	5	1	Beach Defense company [2]		Platoon of 2x Brummbar [1] (13)
III/GR1056	Leg / 1	5	1	Beach Defense company [2]		Platoon of 2x Brummbar [1] (13)
Fusilier Bn 189	Leg / 1	4	1	Beach Defense Company [2]		30th Fast Brigade command card + 1x full strength MG42 and K98 platoon with all attachments [11]
12 SS Panzer Division						
SS Pz Regt 12	Motor / 4	3	5	Panther SS or Panzer IV SS Tank Company [5]	12th SS / Schnell	Platoon of 4x SS PzKw IV (7.5cm) [18]
SS Pz Gren Regt 25	Motor / 4	3	4	SS Panzer Grenadier Company [5]	12th SS / Schnell	Platoon of 4x SS PzKw IV (7.5cm) [18]
SS Pz Gren Regt 26	Motor / 4	3	4	Armored SS Panzer Grenadier or SS Panzer Grenadier Company [5]	12th SS / Schnell	Platoon of 4x SS PzKw IV (7.5cm) [18]
SS Pz Auf 12	Recon / 6	3	1	SS Recon Company or SS Armored Car Company [5]	12th SS / Schnell	Platoon of 4x SS PzKw IV (7.5cm) [18]
SS PzJgr Bn 12	Motor / 4	3	1	SS StuG Company [5] #	12th SS / Schnell	Platoon of 3x 8.8cm Tank Hunters [13]

[1] = from Fortress Europe   [2] = from D-Day: German   [3] = from D-Day: British
[4] = from 21st Panzer Booklet   [5] = from D-Day: Waffen-SS
# = special rules apply, see 16.0 Historical Force Restrictions

13.0 Order of Battle (continued)

13.1 – Axis Forces / Reinforcements:

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
AXIS FORCES – Reinforcements						
Arrives AM August 8th						
101st Schwere SS Pz Abt	Motor / 4	2	2	SS Tiger Company# [5]	Michael Wittman#	SS Armd PzGren platoon – full strength plus Best Infantry cmd card [14]
SS Pz Aufkl Abt 12	Recon / 6	2	1	SS Reconnaissance Company [5]	Schnell	Platoon of 4x SS PzKw IV (7.5cm) [18]
Arrives Night August 9th						
KG - 85th Inf Div	Leg / 1	5	2	Grenadier company [1]		30th Fast Brigade command card + 1x full strength MG42 and K98 platoon with all attachments [11]

[1] = from Fortress Europe   [2] = from D-Day: German   [3] = from D-Day: British
[4] = from 21st Panzer Booklet   [5] = from D-Day: Waffen-SS
\# = special rules apply, see 16.0 Historical Force Restrictions

13.2 – Allied Forces:

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
ALLIED FORCES – at start						
Canadian 2nd Infantry Division						
4th CAN Inf Brgd	Motor / 4	3	3	Rifle company [3]	Relentless	Full strength Sherman Armd Troop [17]
5th CAN Inf Brgd	Motor / 4	3	3	Rifle company [3]	Relentless	Full strength Sherman Armd Troop [17]
6th CAN Inf Brgd	Motor / 4	3	3	Rifle company [3]	Relentless	Full strength Sherman Armd Troop [17]
14th CAN Hussars	Recon / 6	3	1	Canadian Recce Squadron [3]	Relentless	Platoon of 4x M10C Achilles [18]
2nd CAN Armd Brgd	Motor / 4	3	3	Sherman Armoured Squadron [3]	Determination	Platoon of 4x M10C Achilles [18]
Canadian 3rd Infantry Division						
7th CAN Inf Brgd	Motor / 4	3	3	Rifle company [3]	Relentless	Full strength Sherman Armd Troop [17]
8th CAN Inf Brgd	Motor / 4	3	3	Rifle company [3]	Relentless	Full strength Sherman Armd Troop [17]
9th CAN Inf Brgd	Motor / 4	3	3	Rifle company [3]	Relentless	Full strength Sherman Armd Troop [17]
7th CAN Recon Regt	Recon / 6	3	1	Canadian Recce Squadron [3]	Relentless	Platoon of 4x M10C Achilles [18]

[1] = from Fortress Europe   [2] = from D-Day: German   [3] = from D-Day: British
[4] = from 21st Panzer Booklet   [5] = from D-Day: Waffen-SS
# = special rules apply, see 16.0 Historical Force Restrictions

13.0 Order of Battle (continued)

13.2 – Allied Forces:

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
ALLIED FORCES – Reinforcements						
Canadian 4th Armoured Division – arrives Aug 8 AM						
CAN 4th Armd Brgd	Motor / 4	3	4	Sherman Armd Squadron or Motor Company [3]	Determination	Full strength Sherman Armd Troop [17]
CAN 10th Motor Inf Brgd	Motor / 4	3	4	Canadian Motor Company [3]	Determination	Full strength Sherman Armd Troop [17]
South Alberta Recon Regt	Recon / 6	2	1	Canadian Recce Squadron [3 – Command Card]	Determination	Platoon of 4x M10C Achilles [18], David Currie command card
Polish 1st Armoured Division – arrives Aug 8 AM						
Polish 10th Armoured Brgd	Motor / 4	3	4	Sherman Armd Squadron or Motor Company [3]	Black Devils	Full strength Sherman Armd Troop [17]
Polish 3rd Inf Brgd	Motor / 4	3	4	Motor Company [3]	Black Devils	Full strength Sherman Armd Troop [17]
Polish 10th Mtd Rifles (Recce) Regt	Motor / 4	2	1	Cromwell Armd Recce Squadron [3]	Black Devils	Platoon of 4x M10C Achilles [18]

[1] = from Fortress Europe   [2] = from D-Day: German   [3] = from D-Day: British
[4] = from 21st Panzer Booklet   [5] = from D-Day: Waffen-SS
# = special rules apply, see 16.0 Historical Force Restrictions

13.2 – Allied Forces:

ALLIED FORCES – reinforcements						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
51st Highland Division						
152nd Inf Brgd	Motor / 4	3	3	Desert Rats Rifle company [3]	Bagpipes	Full strength Sherman Armd Troop [17]
153rd Inf Brgd	Motor / 4	3	3	Desert Rats Rifle company [3]	Bagpipes	Full strength Sherman Armd Troop [17]
154th Inf Brgd	Motor / 4	3	3	Desert Rats Rifle company [3]	Bagpipes	Full strength Sherman Armd Troop [17]
2nd Derby Yeomanry	Recon / 6	3	1	Recce Squadron [3]		Platoon of 4x M10C Achilles [18]
33rd British Armd Brgd	Motor / 4	3	3	Sherman Armoured Squadron [3]		Platoon of 4x M10C Achilles [18]

[1] = from Fortress Europe   [2] = from D-Day: German   [3] = from D-Day: British
[4] = from 21st Panzer Booklet   [5] = from D-Day: Waffen-SS
# = special rules apply, see 16.0 Historical Force Restrictions

Operation Totalize

Special Rules And Map

14.0 Special Rules

14.1 Allied Special Rules –

Far from the Normandy Coast:
The Allied advance was rapidly moving out of the range of their naval support.

Allied players may not use the Naval Gunfire command card during the campaign.

Mechanized Infantry:
The plan for the initial attacks in Operation Totalize relied on the innovative use of "defrocked" Priests to mount infantry under armor for the initial advance. This surprised the German defenders.

On turns when the mechanized infantry rule is in effect, Allied rifle companies receive the Kangaroo Transport command card at no cost in any tabletop action.

Column Assault Moves:
The Allies used an innovative infiltration strategy utilizing columns lead by armored units to penetrate the areas between German strongpoints during the night of August 7th. This allowed units to bypass the German first line to assault areas in their rear, creating the possibility of a breakthrough.

To reflect this, units of the 2nd Canadian and 51st Highland Divisions may be ordered to make a column assault move on the night, Aug 7 turn. These units may spend one extra movement point to bypass a single German held area during their move instead of stopping to assault the area. No more than one German-held area my be bypassed in this manner.

Worthington Force:
The 4th Canadian Armored Division utilized a column assault during the night of August 8th to insert a battlegroup, Worthington Force, through the German defenses.

Up to two units of the 4th Canadian Division may make column assault moves on the night, Aug 8 turn. Those units activate normally despite the night turn.

14.0 Special Rules

14.1 Allied Special Rules – (continued)

Rolling Barrage:
The plan for Operation Totalize included a rolling barrage starting after the initial carpet bombing was completed.

To reflect this, the Allied player receives a rolling barrage attack during any engagement during the August 7 Night and August 8 AM turns.

A rolling barrage may attack any unit within 3" of the table centerline during the Allied player's first turn. Roll a d6 for each potential target (of either side), the unit is hit on a 4+.

A rolling barrage may attack any unit within 3" of the halfway line between table centerline and the Axis player's baseline during the Allied player's second turn. Roll a d6 for each potential target (of either side), the unit is hit on a 4+.

The rolling barrage is treated as an artillery barrage that hits every team in the unit on the second attempt. The barrage has AT 3 and 3+ firepower.

14.2 Axis Special Rules –

Outgunned:
The German forces in Normandy struggled mightily against the overwhelming forces and firepower the Allies brought to bear in Normandy. This was particularly true by the end of July, as German forces were struggling to hold on and Allied forces had grown more and more powerful.

To reflect this, German forces are subject to the Outgunned special rule. When defending, an Axis player must win by 7-2 or better to retain control of the area. A German defending force that achieves a victory of 6-3 or a draw must retreat, and their opponents gain control of the area.

This is to reflect the ability for the German forces to win local tactical victories but still lose territory, due to the overwhelming material edge the Allies had in Normandy.

15.0 Strategies

Map Movement and Area Control –
A stretched German force has a long line to hold against a wide variety of British, Canadian and Polish forces and must rely on good defensive terrain to slow the Allied onslaught. The Allies must slowly lever the German forces back until they can break through, and the push aggressively for the critical objective areas.

Tactical / Tabletop –
Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

German - The German forces are of mixed quality, but all of them have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Axis has good intelligence. A balanced force with good firepower will usually offer the best chance of prevailing tactically.

British – on the other hand, playing the British gives a player access to a wide variety of effective forces, with tough infantry for assaults combined with excellent options for artillery and aerial support. Your tanks will not match up one on one with most German armor, so you will need to maneuver and force them to make difficult tactical decisions. And in the spirit of Montgomery, careful utilization of your forces will eventually lead to victory.

16.0 Historical Force Restrictions

Introduction –
All forces shown are fielded using the Flames of War Army books, or the equivalent for other rules systems.

Allied and Formation Support Restrictions (Both Sides) –
Where the Flames of War Army books allow the selection of Formation Support and Allied Support, this is restricted in the campaign.

You may not field Formation or Allied support, either from allowed compulsory units, or an entire formation, unless a campaign unit allowed those formation(s) is within one area of the tabletop battle being played.

Other Selection Restrictions –

Other exceptions are noted in each nation's entry in this section.

16.1 German Force Selection –

German forces should be selected from D-Day: German, D-Day: Waffen SS or Fortress Europe, as noted in the campaign unit entry in the OOB.

Some campaign units require the selection of one or more command cards. These will be noted in the OOB. Note that other campaign units may not utilize that command card, it is limited to the campaign units that require it. Other command cards that are nor required for any campaign unit may be selected without restriction.

Specific Unit Restrictions:

SS Panzerjaeger Abt 12 – this unit was organized like a StuG unit, but entirely equipped with Panzerjager IV tank hunters instead. Use the organization and points for StuG SS Tank Company, but the stats from the SS Jagdpanzer IV card, and model the unit with Jagdpanzer IV models.

16.2 Allied Force Selection –

Allied forces should be selected from D-Day: British or Fortress Europe, as noted in the campaign unit entry in the OOB.

Some campaign units require the selection of one or more command cards. These will be noted in the OOB. Note that other campaign units may not utilize that command card, it is limited to the campaign units that require it. Other command cards that are nor required for any campaign unit may be selected without restriction.

Specific Unit Restrictions:

Countering Michael Wittman – after his earlier exploits in Normandy, the Allied forces had learned to better deal with the Tiger ace. If Wittman is fielded, his Allied opponent may field up to three master gunner ("Joe Ekins") cards at no cost. Each one must be allocated to a different Sherman Armoured Platoon fielded in the Allied force.

Campaign Map – Operation Totalize

GAJO Totalize Map

Key:
- River Area
- Mining Area
- Hill Area
- Base Area
- Wood Area
- Railway Area
- Major Road
- Minor Road
- Farm Lanes
- Phase 2 Obj
- Phase 1 Obj
- GER 2nd Line

River Orne

Caen

Grentheville

Ifs

Faux de Vaucelles

Soliers

Vimont

St Andre Sur Orne

Hubert Folie

Bourgebus

La Hogue

May sur Orne

Verieres

Tilly la Campagne

Secqueville La Compagne

Fontenay le Marmion

Lorguichon

Garcelles Secqueville

Laize la Ville

Rocqan court

St Aignan de Cramesnil

Conteville

Pont de Fresney

Hill 122

Cramesnil

Le Petit Ravin

Poussy la Compagne

Caillouet

Les Carrieres Quarry

Gaumesnil

Robertmesnil

La Laise

Hautmesnil

Cauvicourt

St Sylvain

Fierville la Campagne

Bretteville Sur Laize

Grainville-Langannerie

Bretteville le Rabet

Soignolles

Barbery

Urville

Quesnay

Quesnay Wood

Estrees la Campagne

Hill 140

Hill 195

Potigny

Ouilly le Tesson

Olendon

Falaise