

Contact the Developers directly on discord

<https://discord.gg/6YVvSzT>

Compatibility: Running on: 1.5.2 Beta**Use the NATO Counter to play this mod**

Total War is a project that was started by Stjern as a response to lagging mods and stupid AI. Since it has improved tremendously in both content and contributors. The goal of the mod is to give people the historical immersion while still having the chance to change the course of the war.

While playing this mod you will notice that equipment is much more expensive. This means that the divisions are more precious to the player. As the game progresses equipment will be produced quicker if you research the right technologies and/or pick the right focus.

The fact that WW II was a war in which resources where the main limiting factor is something you will face if you play any axis power. The allies can usually trade a lot with other allies however this can be intercepted by submarines or the resource rich regions might fall into enemy hands.

We believe that the player should be rewarded for picking a national focus. This means that waiting 70 days to get an improvement to relations is not worth it in our opinions. You will see that a lot of national focusses are much shorter and will give the player the idea that they are making a difference.

On our discord we organize a lot of multiplayer games. We therefor emphasize balance a lot. You might now think that this means that everything has the same stats and that history is not important to us, this however is not the case. Historical Immersion is very important to us, but we do try to keep a balance between historical figures and gameplay enjoyment. You might say that the balancing is so good that we are eSports ready.

Features:

- Island Hopping Mechanic
- Combined Arms Combat
- Improvement of the AI on ALL levels
- Decreased lag
- Complete Air Rebalancing
- Complete Armor Rebalancing
- Artillery Rebalancing
- Multiplayer Friendly
- Unique German, American and Soviet Armor trees
- Unique British, American, German and Soviet Air trees
- Industry tech rework
- Infantry tech rework
- New decisions for all the majors
- UI improvement
- Special Forces Improvement
- More Straits
- And much more

New National Focus Trees for:

- USA
- UK
- Germany
- Italy
- Soviet Union
- Japan

Planned Additions:

- More National Focus Trees
- More decisions for all countries
- Even more AI improvements
- Border Wars that are balanced and make sense
- More Speeches with sounds included
- The Italian OOB in Ethiopia

Do you have a good idea for something to add? Let us know we are always looking for interesting things to implement into the game.