



# Total War: ARENA Maps

## Thermopylae

This is the famous battlefield where the legendary 300 Spartans (with a little help from their allies) held off the Persian army. The layout of this map expands upon the themes presented by the historical geography of the Thermopylae pass. The map can be divided into several parts:

- A central plateau, which is half open field and half forest: This is where most of the action takes place, as it's the most direct line towards the enemy base, and you can see what's coming your way. The daring will go through the forest, to either emerge unseen in the enemy's flank, or to be annihilated by hidden archers on the ridge above.
- A canyon, also known as the "hot gates": This represents the tight mountain pass, where only a handful of men can block an entire army. Place some pikemen here nobody will pass. You will need your allies' help on the plateau, though, as enemy archers could rain down death from above.
- The goat path along the cliff: This is a path that leads above the plateau forest and below the mountain. There are no roads here and movement is slow, but it leads to a watchtower that reveals all hidden units in the forest below; a distinct strategic advantage!
- The mountain road: This road is a big detour towards the enemy base, but if you arrive at the peak first, you have a huge advantage over your enemies. The key to this road is knowing when to retreat... don't fight an uphill battle.

## Salernum

Salernum is a bustling port town on the Italian coast where an invading beachhead made to disrupt trading operations has provoked the arrival of reinforcements from inland by the river. This map's key feature is a city, which makes combat here very different from all the other more rural maps. In terms of tactics, the map offers a range of very diverse options:

- The city route: Here units can move quickly on paved roads and they're protected from artillery fire as long as they move down the narrow alleyways. The city is full of surprises:

Turn around a corner and find enemy units flanking you. Archers can fire over buildings out of nowhere. The key to conquering the city is good teamwork and knowing where the enemy is. Without allies, you'll find yourself out-flanked in no time!

- The central road: This is the fastest and most direct way towards the enemy base. Along this road there are many entry points to the city and the fields above, making it a very flexible approach. At the same time, there is no cover and the enemy will see you coming. Beware of ambushes from units hidden in the fields on the side.
- The fields: In the middle of the map there's a Roman villa controlling wheat fields to its sides and an olive grove with a watchtower above. The watchtower is a key strategic advantage as it reveals large parts of the map, but it is also very vulnerable to artillery fire. In many games, this is a central focus of combat. Without the watchtower, enemies can sneak past unseen in the forests above or the fields below.
- The hills: Opposite the city the terrain is hilly and wooded, with a gravel road leading along the forest. This is the perfect space for ambushes and sneaky movement. From here, hidden paths through the forest lead straight into both bases. Units along this road also serve as essential support for allies fighting to control the watchtower below.

## Marathon

The plains of Marathon were the site where the Persian invasion fleet landed, only to be defeated by a combined Greek army led by Miltiades. This map is a reasonably faithful recreation of the historical battlefield for the defence of the route to Athens. Despite its openness, this map contains three very distinct zones:

- The beach: Units can walk directly along the water on the sand of the beach, or in the forested and swampy area nearby. The forest in particular offers cover, but it is very unpredictable, with small ridges, openings, and footpaths. Heavy units should definitely avoid the forest, or they may find themselves in a trap they cannot escape.
- The plains: The plains are mostly grass, but near each camp there is a swampy area (which are very popular for hiding artillery units). The central plains are wide enough for battle lines to form, and with good manoeuvring units can move through the centre without being subjected to archer fire from either the hills or the forest.
- The hills: This part of the map contains multiple levels of elevation, interlaced with paths, forests, and ambush points. In this area, every path and position offers advantages and disadvantages: Knowing where your enemy is and having reliable allies is the key to victory here.

## Germania

Our newest map: This map is inspired by the famously brutal campaign of vengeance that the Roman commander Germanicus led to reclaim lost legionary eagles, littering the dark forests of Germania with corpses. Germania is the largest and most complex map to date, geared towards mid to high tiers and experienced players. Right now all tiers can play on this map, but depending on the player feedback we get, may make this map only available at higher tiers in the future.

- The wasteland: This is the very centre of the map, and it consists of muddy terrain, burnt trees, and abandoned barricades. You're fighting in the footsteps of a previous battle. While this is a dangerous area to be, it's also the most direct way into the enemy base... excellent for a coordinated rush.

- The forest: This forested valley makes up the central part of the map. Here, several roads lead through dense forests, each of which could be the place of an ambush. This part of the map usually sees action in the later parts of the game, when players feel safe to move through the centre of the map.
- The outskirts: The flanks of the map avoid the forested areas in favour of long grass, varying cliffs, and defensible emplacements. Push through for an advantage, or lend support to the fight in the middle. Either way victory in these positions can be vital to the overall outcome of the battle. This is where most of the initial action takes place, and it's not uncommon to see both sides winning one flank each and swooping in on each other's bases.
- The settlements: Both armies hold a large fortified settlement on either side of the map, providing seemingly well-defended positions. They are larger than the encampments found in other maps and provide a lot of space to fight and manoeuvre for control of the command building. Both forts have already suffered severe damage, leaving several openings for future attacks.

# Total War: ARENA Commanders

## Julius Caesar

Probably our most famous personality, Julius Caesar is a tactical commander. He excels when used in combination with allied units, helping everyone get into an advantageous position, and boosting fighting power of his friends. In terms of unit choice, he's a mix: His commander orders are best-suited for play with either ranged or with artillery/engineer units. However, he truly excels in a good mix of units. His signature order "Divide and Conquer" allows him to prevent enemies from using their orders, making him a powerful support and crowd control commander.

## Germanicus

Germanicus led Roman legions into Germania to avenge the defeat at Teutoburg Forest. Acting against imperial orders, he massacred several Germanic tribes, won many engagements, and recovered lost legionary eagles... he came home as a hero. In Total War: ARENA, this is reflected in his commander orders: Very aggressive, close combat focussed, and with his signature order "Vengeance" legionaries under his control turn into killing machines.

## Scipio Africanus

Scipio was the only Roman general to defeat Hannibal. His orders are more specialised and players will have to play the game to unlock him. Scipio is fast, agile, and aggressive: With his commander orders he can get into position, damage enemy morale, and then charge into their backs to devastating effect. His signature order "Oath of Perseverance" makes his units fight to the death, which if used in the right situation can turn a battle around.

## Leonidas

The famous commander of 300 Spartans at the battle of Thermopylae is, unsurprisingly, a defensive commander. He excels at holding a position, and pushing his enemies back. Unlike any other commander, Leonidas can withstand charges and literally push enemies backwards. His signature order "Battle Cry" can be used to stop friendly units from routing, which is often the difference between victory and defeat.

## Miltiades

At the battle of Marathon, Miltiades was faced with an archer-heavy Persian army. Instead of following traditional hoplite tactics and advancing slowly, he broke with tradition and ordered his men to charge into the enemy archers, routing the enemy and thereby gaining victory. In this game, Miltiades' strength is speed and missile defence. He can order a charge, make his men raise their shields to protect against ranged attacks, or drop their shields to gain speed and attack strength. His signature order "Fear" will cause a single enemy unit to rout... a very powerful action.

## Alexander

A self-proclaimed demigod, conqueror of the greatest empire at his time, and quite possibly also a bit mad, Alexander has inspired many great leaders who came after him. His strength lies in commanding Macedonian cavalry, and forcing enemies into unfavourable positions. Use "Anvil" to lock an enemy unit in place, and then apply "Hammer" to charge into their backs. His signature order is the "Wedge" formation for cavalry, which greatly increases the impact of charges.