

Why Modify Some of the Rules?

The Battlefield Evolution: World at War Add On is a free supplement that changes and enhances some of the existing rules.

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Battlefield Evolution: World at War started as an in-house project of Ian Barstow (a former Mongoose employee) in January 2007. He needed playtesters and I was one of them.

The playtesting soon ran out of steam and no real testing was done over long periods of time.

Ian and I kept on working on it. Over the year 2007 I became more and more the driving force behind the project adding all the army lists and many WW II specific rules.

At the end of 2007 Ian was let go by Mongoose and many game mechanics Ian and I had agreed upon were suddenly obsolete as Matt Sprange jumped in and put everything on a short leash. His idea was a good one in retrospect: write one set of core rules that can be used on all Battlefield Evolution games, be it Starship Troopers, World at War or Modern Combat. The period specific rules will be handled in separate sections of each rulebook.

Suppression rules may not be in a SF game but was covered in World at War for example. So you learn one set of rules and then you can play many games with no real hassle.

Following this idea the rule section of the Battlefield

Evolution: World at War book – page 5 to 34 – is written by Matt Sprange. Some of the advanced rules like Night Fighting, Parachute Deployment, Retreat, vehicles and Shooting with vehicles plus all the rest (page 41 to 140 of of the Battlefield Evolution: World at War) are all written by me. So if you do not like the way a specific tank is treated in the game – blame me!

Still many of the ideas or additional examples and clarifications written by me were cut from the published rules. The following text gives you these additional rules and game examples that make World at War an even better game (at least in my humble opinion) ...

In addition a lot of feedback was given by the eager Battlefield Evolution: World at War community since its release. Many of the sometimes hotly discussed topics are addressed in the following advanced rules and traits.

However – and I really have to stress this point – these rules are totally unofficial as all rules published under the Logo License. The fact that I like them more (and I am biased here) does not make them better by default. Use them at your own risk!

So whenever you want to play in a Mongoose sanctioned tournament please stick to the official rules!

Agis Neugebauer, November 2008



New or Modified Traits

All changes or additions to existing traits are written in *Italics*.

AA:

Only weapons with this trait are capable of affecting Air Units moving at Loiter speed or faster.

In addition, a unit armed with a weapon which benefits from the AA trait may always react to air units, the slow and / or lumbering trait is ignored when reacting to air units. The unit may still only make one Reaction in every turn.

AA-Only:

This weapon may only be used against Air Units that are flying. It may not be used against other units or Air Units that are grounded.

In addition, a unit armed with a weapon which benefits from the AA-Only trait may always react to air units, the slow and / or lumbering trait is ignored when reacting to air units. The unit may still only make one Reaction in every turn.

Artillery:

The weapon may be fired as Artillery.

The initial impact point has to be within line of sight of at least one friendly model when the Artillery weapon is fired.

Concentrate Fire:

The following weapons of the Battlefield Evolution: World at War book get the **Concentrate Fire** trait.

British Armoury:

- Lee-Enfield rifle
- Sten SMG

German Armoury

- Gewehr 43 Rifle
- Kar-98k Rifle
- MP-40 SMG
- StG-44

Soviet Armoury:

- Mosin-Nagant Rifle
- PPSH-41 SMG

US Armoury:

- M1 Carbine
- M1 Garand Rifle
- M3 SMG

If a Ready action is taken before the unit shoots, all damage dice of the unit made with weapons that benefit from the Concentrate Fire trait may be re-rolled.



Example: A Soviet Rifle squad is going to shoot at a German unit in Cover. The Sergeant orders a careful shooting to his comrades (the unit performs a ready action).

While the DP LMG Gunner is setting up his weapon the rest of the squad is waiting for the perfect moment to shoot at the Fascist Invaders.

The second action of the Soviets is a shoot action: The Sergeant with his PPSH-41 SMG and the 7 Soldiers with Mosin-Nagant rifles are all able to re-roll their damage dice while the DP LMG Gunner can double his weapons damage dice after setting up the DP.

If a Ready action is taken before a Sniper shoots with a scoped weapon, you may opt to roll the scoped rifle's Damage Dice against the model in the centre of the Fire Zone, rather than allocate normally to the closest model in the Fire Zone.

Example: A British Commando Sniper is shooting at a German Grenadier unit after taking a ready action to aim with his scoped Lee-Enfield rifle. The British player places the centre of the Fire Zone on the LMG-42 gunner of the Germans.

He then decides to roll the damage die against the LMG Gunner even though the rest of the German unit is closer to the Sniper.

Hits/X

Each time a model with multiple Hits fails its saving throw, it loses one Hit. If the model suffers a Kill result it loses two Hits instead of one. *If a model with 2 or more Hits is reduced to just 1, it will become Crippled, and may only take one action every turn, and may never make a Reaction.*

In addition, models with the Hits trait are never pushed back in close combat.

Scoped

The following weapons of the Battlefield Evolution: World at War book get the Scoped trait.

British Armoury:

- Scoped Lee-Enfield

German Armoury

- Scoped Kar-98k

Soviet Armoury:

- Scoped Mosin-Nagant

US Armoury:

- Scoped M1903A Springfield

Take Cover!

Every infantry unit of the Battlefield Evolution: World at War book gets the **Take Cover!** trait.

If an infantry unit with the **Take Cover!** trait that is within any type of cover (see Page 19 of the Battlefield Evolution: World at War book) takes a Ready action all subsequent failed Armour Save dice of the unit may be re-rolled as long as the unit does not take a Move action and remains in cover.

If only part of the unit is in cover, only models that are within cover benefit from this action.

Another Ready action can be taken later on to "Take Cover!" again.

Tracks/X"

This is a special movement type.

The unit uses the special movement distance indicated and it can always move up to this distance on clear terrain.

Units that are using a Tracks special movement mode cannot enter terrain that is over size 1, such as forests, rock outcroppings, walls and buildings.

Wheels/X"

This is a special movement type. While using this special movement mode a wheeled model moves at much greater speed than normal but is in danger of skidding and losing control if damaged. If a wheeled vehicle is damaged during a game turn in which it has used its special movement, it will be moved D6" away from the source of damage.

The unit uses the special movement distance indicated and it can always move up to this distance on clear terrain.

Units that are using a Wheels special movement mode cannot enter terrain that is over size 1, such as forests, rock outcroppings, walls and buildings.



Sample file

Modified Advanced Rules

All changes or additions to existing advanced rules are written in *Italics*.

Suppression

If every model in a unit is allocated a Damage Dice in a single Shoot action, then every Size 1 model will immediately lose its next action, and may only Move as a Reaction. If this happens more than once during a single turn, it will lose a total of two actions, though may still React by moving. A unit may never lose more than two actions from Suppression.

Out of command models may be ignored for the purposes of allocating Damage Dice to work out Suppression – in effect, you need only worry about allocating Damage Dice to models that are still in command in order to suppress them. However, you may choose to Suppress out of command models if you wish, though a model may only ever lose a maximum of two actions, even if both Suppressed and out of command.

Suppression can only affect Size 1 models – larger models simply shrug off the effects.

For the purpose of Suppression Damage dice are allocated even to models in a unit that are not within Line of Sight. These dice are ultimately harmless, but are still allocated for the purposes of Suppression only.

Example: A German Grenadier fire team is well hidden within a ruined building. 3 Germans are within heavy cover, while 2 Germans are behind a wall and out of sight. A British Rifle Section is shooting at the Germans. Six Lee-Enfield rifles are shooting - the British player rolls 6 Damage Dice and comes up with 1, 3, 3, 4, 5 and 6. The 6, 5 and 4 are allocated to the Germans in cover. The two 3s are allocated –for the purpose of suppression only- to the two well hidden Germans behind the wall. The amount of fire is enough to suppress the German fire team.

Vehicles

Vehicles (units with the Tracks, or Wheels traits) will often have different Target, Save and Kill scores in their army list description for each facing, since many vehicles have weaker armour to the sides and rear that enemies can take advantage of. If a vehicle is attacked, use the appropriate Target, Save and Skill scores, depending on which facing the enemy is within.

Mines use the Aft armour facing on vehicles.

Artillery and bombs use the closest facing to the Impact Point (if the Impact Point is squarely in the centre of the model, use the Aft facing).

Non-stabilised Guns

*Any weapon mounted on a vehicle must re-roll all successful attacks (any Damage Dice that roll equal or above an enemy's Target score) if the vehicle performs a **Shoot action after a Move action in the same turn, or shoots while using a special movement mode** (see page 15 of the *Battlefield Evolution: World at War* book).*



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The book also provides new Traits, an AFV force list, options to use captured equipment and an extended German armoury to add to your games of World at War. All vehicles in this book are consistent with existing vehicles in the Battlefield Evolution: World at War rulebook also written by Agis Neugebauer.